THE CHESS PLAYER'S POCKET-BOOK

AND

Manual of the Openings.

EDITED BY JAMES MORTIMER.

PRICE ONE SHILLING.

THE

CHESS PLAYER'S POCKET-BOOK,

AND

Manual of the Openings.

EDITED BY JAMES MORTIMER.

LONDON: WYMAN & SONS, 74–76, GREAT QUEEN STREET,
LINCOLN'S-INN FIELDS.

Price One Shilling.
[SOLD AT ALL RAILWAY BOOKSTALLS.]

INDEX.

PREFACE.

The design of "The Chess Player's Pocket-Book" is to supply, in a compendious form, a handy-book of reference for the use of Chess players. The work is intended to supplement, and, in some degree, replace the more cumbrous and elaborate treatises on the Royal Game. Even the magnates of Chess grow occasionally rusty in some of the more intricate variations; and it is hoped that they may now and then find the "Pocket-Book" of utility; whilst less experienced players, by studying its pages, will be enabled to fortify themselves in all the customary modes of opening the game.

"The Chess Player's Pocket-Book" contains a digest of analyses by the most distinguished Commentators and Masters of the past and present,—from the Gottingen MSS. to Greco, from Greco to Philidor, and from Philidor to the authors of the German Hand-Book and the many eminent analysts of our own day. Amongst the latter, the Editor is specially indebted to the admirable labors of Messrs. Steinitz, Zukertort, Rosenthal, Potter, Hoffer, Wayte, and others of the modern school, whose patient researches have so largely contributed to the advancement of Chess and added to its lustre. The Editor is himself responsible for certain variations in the Evans, Hampe-Allgaier and Steinitz Gambits, which he trusts will meet with approval.

It is undoubtedly true that Chess is rapidly increasing in popularity, and it has long been the most universal of pastimes. Practised by all nations, its language, like the signs of Freemasonry, is comprehended by the whole civilized world.

If "THE CHESS PLAYER'S POCKET-BOOK" should enjoy the good fortune to assist, in however small a degree, in disseminating a systematic knowledge of the game and in augmenting the number of its votaries, its mission will be abundantly fulfilled.

The plan of the book is extremely simple. The various openings are classified in a mode convenient for rapid consultation. The tables are arranged horizontally—from left to right. The notation employed is the succinct form now generally adopted by English-speaking nations, and will be readily understood by Chess players. The figures from 1 to 10, across the top of the page, designate the order of the moves; the perpendicular columns of numbers signify the different variations of each opening. The upper line of letters indicates the moves of the first player, or White; the lower line those of the second player, or Black.

SIGNS AND ABBREVIATIONS.

K	means	King or King's.	ch	means	Check.	0-0-0	means	Castles Queen's side.
Q	,,	Queen or Queen's.	d.c.	,,	Discovering Check.	!	,,	Good move.
R	,,	Rook or Rook's.	×	,,	Takes.	?	,,	Bad move.
Kt	,,	Knight or Knight's.	e.p.	,,	En passant.	=	,,	Equal position.
B	,,	Bishop or Bishop's.	sq	,,	Square.	*	,,	Superior position.
P	,,	Pawn.	0-0	,,	Castles King's side.	**	,,	Won game.

LONDON, *October*, 1888.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

KING'S PAWN'S OPENING.

1. GIUOCO PIANO, OR ITALIAN GAME.

1.	P-K4 P-K4	Kt-KB3 Kt-QB3	B-B4 B-B4	P-B3 Kt-B3!	P-Q4 P×P	P×P B-Kt5ch	B-Q2 B×Bch	QKt×B P-Q4	P×P KKt×P	Q-Kt3 A QKt-K2
2.	,, ,,	,, ,,	,, ,,	,, ,,	0-0 Kt×P	B-Q5 Kt×KBP	R×Kt B×Rch	K×B Kt-K2	B-Kt3 P-K5	Kt-Ksq A P-Q4
3.	,, ,,	,, ,,	,, ,,	,, ,,	Kt-Kt5 0-0	P-KB4 P-Q4	B-Kt5 Kt×P	Kt×Kt P×Kt	B×Kt P×P	P-Q4 A Q-R5ch
4.	,, ,,	,, ,,	,, ,,	,, ,, P-Q3	P-Q4 P×P	P×P B-Kt3	Kt-B3 B-Kt5	B-QKt5 B×Kt	P×B Q-R5	Q-R4 A Kt-K2
5.	,, ,,	,, ,,	,, ,,	,, ,, Kt-B3	P-Q3 P-Q4	P×P Kt×P	0-0 B-Kt3	R-Ksq 0-0	Kt×P Kt×Kt	R×Kt A B×Pch
6.	,, ,,	,, ,,	,, ,,	,, ,,	P-Q4 P×P	P-K5 Kt-K5	B-Q5 Kt×KBP	K×Kt P×Pdis ch	K-Bsq P×P	QB×P A 0-0
7.	,, ,,	,, ,,	,, ,,	,, ,, P-B4	P-Q4 BP×P	Kt×P Kt×Kt	Q-R5ch Kt-Kt3	B×Kt R×B	Q-Q5 K-Bsq	Q×Bch A P-Q3
8.	,, ,,	,, ,,	,, ,,	P-Q3 P-Q3	P-B3 B-KKt5	Q-Kt3 Q-Q2	Q×KtP R-Ktsq	Q-R6 R-Kt3	Q-R4 P-QR4	B-QKt5 A KKt-K2

A—For continuation, see Appendix, page 59.

GIUOCO PIANO, OR ITALIAN GAME—*Continued.*

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
9.	P-K4 / P-K4	Kt-KB3 / Kt-QB3	B-B4 / B-B4	0-0 / Kt-B3	P-Q3 / P-Q3	B-KKt5 / P-KR3	B-R4 / P-KKt4	B-KKt3 / P-KR4	Kt×KtP / P-R5	Kt×P A / P×B
10.	,, ,,	,, ,,	,, ,,	,, ,,	P-Q4 / B×P!	Kt×B / Kt×Kt	P-B4 / P-Q3	P×P / P×P	B-KKt5 / Q-K2	P-B3 A / Kt-K3
11.	,, ,,	,, ,,	,, ,,	Kt-B3 / Kt-B3	P-Q3 / B-Kt5	0-0 / B×Kt	P×B / 0-0	B-K3 / P-Q3	Q-Q2 / Kt-QR4	B-Kt3= / Kt×B

(For Var. 12 *et al.*, see the Jerome Gambit, page 50.)

2. RUY LOPEZ KNIGHT'S GAME.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.	P-K4 / P-K4	Kt-KB3 / Kt-QB3	B-Kt5 / P-QR3	B-R4 / Kt-B3!	Kt-B3 / B-K2	P-Q3 / P-Q3	0-0 / P-QKt4	B-Kt3 / B-K3	Kt-Q5 / Kt-QR4	Kt×Ktch= / B×Kt
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / B-Kt5?	Kt×P / Kt×Kt	P-Q4 / B-Q3	0-0! / 0-0!	P-B4 / Kt-B3	P-K5*
3.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Kt-Q5 / B-R4	0-0 / P-QKt4	B-Kt3 / P-Q3	P-Q4 / B-KKt5	P-B3=
4.	,, ,,	,, ,,	,, ,,	,, ,,	P-Q3 / B-B4	P-B3 / P-QKt4	B-Kt3 / P-Q4?	P×P / Kt×P	0-0 / 0-0	Kt×P / Kt×Kt A

A—For continuation, see Appendix, page 59.

Ruy Lopez Knight's Game—*Continued.*

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
5.	P-K4 / P-K4	Kt-KB3 / Kt-QB3	B-Kt5 / P-QR3	B-R4 / Kt-B3	P-Q3 / B-B4	P-B3 / P-QKt4	B-Kt3 / P-Q3!	P-KR3 / P-KR3	0-0 / 0-0	B-K3=
6.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / P-Q3	B×Ktch / P×B	P-KR3 / P-Kt3	Kt-B3 / P-QB4	B-K3 / R-Ktsq	P-QKt3= / B-KKt2
7.	,, ,,	,, ,,	,, ,,	,, ,,	0-0 / Kt×P	R-Ksq / Kt-B4	B×Kt / QP×B	Kt×P / B-K2	P-Q4 / Kt-K3	B-K3= / 0-0
8.	,, ,,	,, ,,	,, ,,	,, ,,	P-Q4 / P×P	0-0 / B-K2	P-K5 / Kt-K5	Kt×P / 0-0	R-Ksq / Kt-B4	B×Kt= / QP×B
9.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Kt×QP	Kt×Kt / P×Kt	P-K5 / Kt-K5	Q×P / Kt-B4	0-0 / Kt-K3	Q-KKt4*
10.	,, ,,	,, ,,	,, ,,	,, ,,	Q-K2 / P-QKt4	B-Kt3 / B-B4	P-B3 / 0-0	P-Q3 / B-Kt2	B-Kt5 / P-R3	B-KR4= / B-K2
11.	,, ,,	,, ,,	,, ,,	,, ,, / P-QKt4	B-Kt3 / B-Kt2	P-Q4 / Kt-B3	Kt-Kt5 / P-Q4	P×QP / KKt×P	P×P*	
12.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / P-Q3	P-Q5 / QKt-K2	P-QR4 / P-Kt3	Q-K2 / Q-Q2	P×P* / P×P
13.	,, ,,	,, ,,	,, ,,	B×Kt / QP×B	Kt×P / Q-Q5	Kt-Kt4 / Q×Pch	Kt-K3=			

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

Ruy Lopez Knight's Game—*Continued.*

14.	P-K4 / P-K4	Kt-KB3 / Kt-QB3	B-Kt5 / Kt-B3	Kt-B3 / B-B4?	Kt×P / Kt×Kt	P-Q4 / B-Q3	P-B4 / Kt-B3	P-K5 / B-Kt5	P-Q5 / Kt-K5	Q-Q3= / Kt×Kt
15.	,, ,,	,, ,,	,, ,,	,, ,, / B-Kt5!		(See Four Knights' Game, page 18.)				
16.	,, ,,	,, ,,	,, ,,	P-Q4 / P×P	0-0 / B-K2	P-K5 / Kt-K5	Kt×P / 0-0	Kt-B5 / P-Q4	Kt×Bch / Kt×Kt	P-KB3 A / P-QB3
17.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	R-Ksq / Kt-B4	Kt×P / Kt×Kt	Q×Kt / 0-0	B-K3= / P-Q4
18.	,, ,,	,, ,,	,, ,,	0-0 / Kt×P	P-Q4 / B-K2	R-Ksq / Kt-Q3	B×Kt / QP×B	P×P / Kt-B4	Q-K2=	
19.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-Q5 / Kt-Q3	B-K2 / P-K5	P×Kt / P×Kt	P×Pch / B×P	B×P= / 0-0
20.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Q-K2 / Kt-Q3	B×Kt / KtP×B	P×P / Kt-Kt2	Kt-Q4 / 0-0	Kt-QB3 A / Kt-B4
21.	,, ,,	,, ,,	,, ,,	P-Q4 / Kt×QP?	Kt×Kt / P×Kt	Q×P / P-B3	B-QB4 / P-Q4	P×P / Kt×P	Kt-B3*	
22.	,, ,,	,, ,,	,, ,,	,, ,, / Kt×KP	P-Q5 / Kt-Q3	B×Kt / KtP×B	P×P / P-K5	Kt-Q4 / P×P	Kt×P= / Q-Q2	

A—For continuation, see Appendix, page 59.

RUY LOPEZ KNIGHT'S GAME—*Continued.*

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
23.	P-K4 / P-K4	Kt-KB3 / Kt-QB3	B-Kt5 / B-B4	P-B3 / KKt-K2	0-0 / 0-0	P-Q4 / P×P	P×P / B-Kt3	P-Q5 / Kt-Ktsq	P-Q6 / P×P	B-KB4*
24.	,, ,,	,, ,,	,, ,,	,, ,, / Q-K2	0-0 / P-B3	P-Q4 / B-Kt3	Kt-R3 / Kt-Qsq	Kt-B4 / Kt-B2	Kt-K3 / P-B3	Kt-B5*
25.	,, ,,	,, ,,	,, ,, / KKt-K2?	P-Q4! / P×P	Kt×P / Kt×Kt	Q×Kt / P-QB3	B-R4 / P-Q4	Kt-B3 / B-K3	B-K3*	
26.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / P-QR3!	B-R4 / P-QKt4	B-Kt3 / Kt-B3	Q-Q5= / Q-B3	
27.	,, ,,	,, ,,	,, ,, / Kt-Q5	B-R4 / Kt×Ktch	Q×Kt / B-B4	Q-KKt3 / Q-B3	Kt-B3 / P-B3	P-Q3 / Kt-K2	B-K3 / B-Kt3	0-0 / P-KR3 A
28.	,, ,,	,, ,,	,, ,,	B-B4 / Kt×Ktch	Q×Kt / Q-B3	Q-QKt3 / B-B4	0-0 / P-Q3	Kt-B3 / P-B3	P-Q3 / Kt-K2	B-K3*
29.	,, ,,	,, ,,	,, ,,	Kt×Kt / P×Kt	P-Q3 / P-QB3	B-QB4 / Kt-B3	0-0 / P-Q4	P×P / Kt×P	Kt-Q2 / B-K3	Kt-K4= / B-K2
30.	,, ,,	,, ,,	,, ,, / Kt-B3	P-Q3 / Kt-K2	Kt×P? / P-B3	Kt-B4! / P-Q4	P×P / P×B	Kt-K3 / QKt×P*		
31.	,, ,,	,, ,,	,, ,,	,, ,,	Kt-B3 / P-B3	B-R4 / Kt-Kt3	B-K3 / B-K2	P-Q4 / P-Q3	Q-K2 / B-K3	R-Qsq= / Q-B2

A—For continuation, see Appendix, page 59.

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

3. TWO KNIGHTS' DEFENCE.

1.	P-K4 / P-K4	Kt-KB3 / Kt-QB3	B-B4 / Kt-B3	P-Q4 / P×P	P-K5 / P-Q4	B-QKt5 / Kt-K5	Kt×P / B-Q2!	Kt×Kt / P×Kt	B-Q3 / B-QB4	B×Kt= / Q-R5
2.	,, ,,	,, ,,	,, ,,	,, ,,	0-0 / Kt×P!	R-Ksq / P-Q4	B×P / Q×B	Kt-B3 / Q-B5	Kt×Kt / B-K3	P-QKt3 A / Q-Q4
3.	,, ,,	,, ,,	,, ,,	0-0 / Kt×P	P-Q4 / P-Q4	Q-K2 / B-KKt5	P×P / QKt×P	Kt-QB3 / P-KB4	B-Q3 / B-K2	B-KB4 / B×Kt*
4.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / QKt×P	Kt×KP / Kt-K3	Kt×BP / K×Kt	B×Ktch / K-Ksq	Q-R5ch / P-Kt3	Q-K5 A / Kt-KB3
5.	,, ,,	,, ,,	,, ,,	Kt-Kt5 / P-Q4	P×P / Kt-QR4!	B-Kt5ch / P-B3	P×P / P×P	B-K2 / P-KR3	Kt-KB3 / P-K5	Kt-K5 A / Q-B2
6.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-Q3 / P-KR3	Kt-KB3 / P-K5	Q-K2 / Kt×B	P×Kt / B-QB4	P-KR3 A / 0-0
7.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Kt×P	Kt×BP! / K×Kt	Q-B3ch / K-K3	Kt-B3 / QKt-K2	P-Q4! / P-B3	B-KKt5A / P-KR3
8.	,, ,,	,, ,,	,, ,,	,, ,, / Kt×P	B×Pch / K-K2	P-Q4 / P-KR3	Kt×Kt / K×B	P-Q5 / Kt-K2	Q-R5ch / P-KKt3	Q×KP A / B-Kt2
9.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-Q3 / Kt-B3	B-Kt3 / P-Q4	P-KB4 / B-Kt5	Q-Q2 / K-Q2	KKt-B7 A / Q-Ksq

A—For continuation, see Appendix, page 59.

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

4. PHILIDOR'S DEFENCE.

1.	P-K4 P-K4	Kt-KB3 P-Q3	P-Q4! Kt-KB3	P×P Kt×P	B-Q3 Kt-B4	0-0 B-K2	Kt-B3 Kt×B	Q×Kt P×P	Kt×P Q×Q	Kt×Q= 0-0
2.	,, ,,	,, ,,	,, ,, P×P	Q×P Kt-QB3	B-QKt5 B-Q2	B×Kt B×B	B-Kt5 Kt-B3	Kt-B3 B-K2	0-0-0 0-0	KR-Ksq* R-Ksq
3.	,, ,,	,, ,,	Kt-B3! P×P	Q×P B-K2	B-K3 0-0	0-0-0 Kt-B3	Q-Q2 P-QR3	B-Q3 B-K3		K-Ktsq*
4.	,, ,,	,, ,,	,, ,, B-Q2	B-QB4 Kt-QB3	Q-K3 B-K2	Q-QKt3 Kt-R4	B×Pch K-Bsq	Q-B3 Kt-QB3		B-Q5* Kt-B3
5.	,, ,,	,, ,,	,, ,,	B-KB4 Kt-QB3	Q-Q2 Kt-B3	B-Q3 B-K2	Kt-B3 0-0	0-0-0*		
6.	,, ,,	,, ,,	,, ,,	B-KKt5 Kt-QB3	B×Q Kt×Q	Kt×Kt K×B	B-B4 Kt-R3	Kt-QB3 B-K2		Kt-Q5= R-Ksq
7.	,, ,,	,, ,,	,, ,, Kt-KB3	P-K5 P×P	Q×Qch K×Q	Kt×P B-Kt5ch	Kt-QB3 R-Ksq	B-KB4 B×Ktch		P×B= B-K3
8.	,, ,,	,, ,,	Kt×P B-K2	Kt-QB3 B-Q2	B-K3 Kt-QB3	B-QKt5 B-B3	Kt-Q5 Kt×Kt	B×Bch Q×B		B×Kt= B×B
9.	,, ,,	,, ,,	,, ,, Kt-KB3	Kt-QB3 B-K2	B-Q3 B-Q2	0-0 0-0	B-KB4 Kt-B3	Kt-B5 B×Kt		P×B= Kt-K4
10.	,, ,,	,, ,,	,, ,, P-Q4	P×P! Q×P	Q-K2ch B-K2	Kt-Kt5 Kt-QR3	QKt-B3 Q-Qsq!	B-B4 Kt-B3		Q-K5= 0-0

PHILIDOR'S DEFENCE—*Continued.*

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
11.	P-K4 / P-K4	Kt-KB3 / P-Q3	P-Q4 / P×P	B-QB4 / Kt-KB3	Kt-Kt5 / B-K3	B×B / P×B	Kt×P / Q-K2	Kt×QP / Q×Pch	Q-K2 / B-K2	Q×Q= / Kt×Q
12.	,, ,,	,, ,,	,, ,, / P-KB4?	QP×P / BP×P	Kt-Kt5 / P-Q4	P-K6! / B-B4	Kt×KP / B-K2!	Q-R5ch / P-KKt3	Q-K5 / Kt-KB3	Kt-Kt5* / 0-0
13.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Kt-KR3	Kt-QB3! / P-B3	Kt×RP / B×P	Kt×B / K×Kt	Kt×P* / Kt-Kt5
14.	,, ,,	,, ,,	,, ,,	Kt-B3! / P×QP	Q×P / P×P	B-KKt5 / Kt-KB3	Kt×P / B-K2	B-KB4 / Kt-B3	Q-K3 / Kt-QR4	B-Kt5ch* / K-B2
15.	,, ,,	,, ,,	,, ,,	,, ,, / Kt-KB3	P×KP / Kt×P	Kt×Kt / P×Kt	Kt-Kt5 / P-Q4	P-K6 / B-B4	Kt×KP / B-K2	Q-R5ch* / P-KKt3
16.	,, ,,	,, ,,	,, ,,	,, ,, / P×KP	QKt×P / P-Q4	Kt×P / P×Kt	Q-R5ch / P-KKt3	Kt×P / Kt-KB3	Q-K5ch*	
17.	,, ,,	,, ,,	B-B4 / B-K2!	P-Q4 / P×P	Kt×P / Kt-KB3	Kt-QB3 / 0-0	0-0 / Kt×P	Kt×Kt / P-Q4	B×P / Q×B	Kt-QB3= / Q-Qsq
18.	,, ,,	,, ,,	,, ,, / P-KB4	P-Q4 / Kt-QB3	Kt-Kt5 / Kt-KR3	P-Q5 / Kt-K2	Kt-QB3 / P-B3	P-B4 / P×QP	P×QP / P-K5	B-Kt5ch A / B-Q2
19.	,, ,,	,, ,,	,, ,, / Kt-Q2	B-QB4 / Kt-Kt3	B-Kt3 / P×P	Q×P / B-K3	Kt-B3 / Kt-K2	B-K3 / Kt-B3	Q-Q3= / Kt-K4	

A—Followed by 11. Kt-K6, with the superior game.

5. PETROFF'S DEFENCE, OR RUSSIAN GAME.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.	P-K4 / P-K4	Kt KB3 / Kt-KB3	Kt×P / P-Q3	Kt-KB3 / Kt×P	P-Q4! / P-Q4	B-Q3 / Kt-QB3	0-0 / B-K2	P-B4 / B-KKt5	Kt-B3 / Kt×Kt	P×Kt / 0-0 A
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / B-K3	P×P / B×P	B-K3 A / 0-0
3.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Kt-B3	P-KR3 / B-K3	Q-Kt3 A / P×P
4.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	R-Ksq / Kt-Q3	P-B3 / 0-0	B-KB4 A / B-K3
5.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / P-QB4	P-B4 / P-B4	0-0 / P×BP	B×P / Kt-QB3	P-Q5 A / Kt-R4
6.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Kt-Q3	B-KB4 / B-K3	P-B3 / B-K2	Q-Kt3 / P-QKt3	0-0 A / 0-0
7.	,, ,,	,, ,,	,, ,,	Kt×P? / K×Kt	B-B4ch / P-Q4	B Kt3 / B-K3	Kt-B3 / P×P	B×Bch / K×B	Kt×P / Kt×Kt	Q-Kt4ch / K-B2 A
8.	,, ,,	,, ,,	,, ,, / Kt×P?	Q-K2 / Q-K2	Q×Kt / P-Q3	P-Q4 / P-KB3	P-KB4 / Kt-Q2	Kt-QB3 / QP×Kt	Kt-Q5 / Q-Q3	QP×P A / P×P
9.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / BP×Kt	BP×P / P×P	Kt-Q5 A / Kt-KB3

A—For continuation, see Appendix, page 60.

PETROFF'S DEFENCE—*Continued.*

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
0.	P-K4 / P-K4	Kt-KB3 / Kt-KB3	Kt×P / P-Q3!	Kt×P? / K×Kt	B-B4ch / P-Q4	B×Pch / Kt×B	Q-R5ch / P-KKt3	Q×Ktch / Q×Q	P×Q / B-Q3	0-0 / B-KB4*
1.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	B-Kt3 / B-KKt5	P-KB3 / B-K3	0-0 / B-K2	P-Q4 / R-Bsq	Kt-B3 / K-Ktsq
2.	,, ,,	,, ,,	,, ,,	P-Q4 / P-Q3	Kt-KB3 / Q×Pch	B-K2 / B-KB4	P-B4 / B-K2	0-0 / 0-0	Kt-B3*	
3.	,, ,,	,, ,,	,, ,,	Kt-KB3 / Q×Pch	B-K2 / B-QB4	0-0 / 0-0	P-Q4 / B-Kt3	P-B4 / P-B3	Kt-B3 / Q-K2	B-KKt5*
4.	,, ,,	,, ,,	P-Q4 / Kt×P	B-Q3 / P-Q4	P×P / Kt-QB3	0-0 / B-QB4	P-B4 / B-K3	Q-B2 / 0-0	P×P / Kt-Kt5	Q-Qsq / B×P=
5.	,, ,,	,, ,,	,, ,, / P×P	P-K5 / Kt-K5	Q-K2 / B-Kt5ch	K-Qsq / P-Q4	P×Penpas / P-KB4	P×P / Q×P	Kt×P / 0-0	P-QB3* / B-Q3
6.	,, ,,	,, ,,	B-B4 / Kt×P!	Kt-QB3 / P-Q4	B×P / Kt-KB3	B-Kt3 / B-Q3	P-Q3 / 0-0	P-KR3 / P-KR3	B-K3 / Kt-B3	Q-Q2 / Kt-QR4=
7.	,, ,,	,, ,,	,, ,,	,, ,, / Kt×Kt	QP×Kt / P-KB3	0-0 / Q-K2	Kt-R4 / P-Q3?	Q-R5ch / K-Qsq	P-B4 / B-K3	B×B A / Q×B
8.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / P-KKt3!	B-K3 / P-Q3	P-B4 / Q-Q2	P-B5 A / P-KKt4

A—For continuation, see Appendix, page 60.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

PETROFF'S DEFENCE—*Continued.*

19.	P-K4 / P-K4	Kt-KB3 / Kt-KB3	B-B4 / Kt×P!	Kt-QB3 / Kt-QB3	B×Pch / K×B	Kt×Kt / P-Q4	KKt-Kt5ch / K-Ksq	Q-R5ch / P-Kt3	Q-B3 / B-KB4	P-Q3 / P×Kt*
20.	,, ,,	,, ,,	,, ,,	Q-K2 / P-Q4	Kt×P / B-QB4	P-Q3 / P×B!	Q×Kt / 0-0	Q×P / Q-K2	P-KB4 / Kt-QB3	Q-K4 A / R-Ksq!
21.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / B×Pch	K-Qsq / B-Kt3	Kt×P / K×Kt	Q×Kt / B-K3	R-Bsqch** / K-K2
22.	,, ,,	,, ,,	,, ,,	Kt×P / P-Q4	Q-K2 / B-B4!	P-Q3 / B×Pch	K-Qsq / B-Kt3	B-Kt3 / Q-K2	B×P / Q×Kt	Q×Kt= / Q×Q
23.	,, ,,	,, ,,	,, ,,	,, ,,	B-Kt3 / Q-Kt4!	0-0 / Q×Kt	R-Ksq / B-QB4	Q-K2 / B-KKt5	Q×B / B×Pch	K-Bsq A / B×R
24.	,, ,,	,, ,,	Kt-B3 / Kt-B3	B-Kt5!						

(See Four Knights' Game, page 18.)

6. THE THREE KNIGHTS' GAME.

1.	P-K4 / P-K4	Kt-KB3 / Kt-QB3	Kt-B3 / B-B4	Kt×P / Kt×Kt!	P-Q4 / B-Q3	P×Kt / B×P	B-Q2 / Kt-B3	B-Q3= / P-Q3		
2.	,, ,,	,, ,,	,, ,,	,, ,, / B×Pch	K×B / Kt×Kt	P-Q4 / Kt-Kt3	B-QB4 / P-Q3	R-Bsq / B-K3	B×B / P×B	Q-Kt4*

A—For continuation, see Appendix, page 60.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

The Three Knights' Game—*Continued.*

3.	P-K4	Kt-KB3	Kt-B3	P-Q4	Kt×P	B-K3	Q-Q2	0-0-0	B-K2	P-B4*
	P-K4	Kt-QB3	P-KKt3	P×P	B-Kt2	KKt-K2	0-0	P-Q3	B-K3	
4.	„	„	„	„	„	„	„	„	B-QB4	0-0	P-B4	B-Q3=
									P-Q3	0-0	Kt-R4	P-Q4
5.	„	„	„	„	„	„	B-Kt5	B-R4	P-Q4	Kt×P	0-0	P-KR3=	
					P-Q3		P-QR3	B-Q2	P×P	Kt-B3	B-K2	0-0	
6.	„	„	„	„	„	„	Kt-Q5	Kt×B	P-B3	B-Kt5	0-0	P-Q3	B-K3=
					B-Kt5		Kt-B3	Kt×Kt	Kt-B3	Q-K2	0-0	P-Q3	B-K3

7. THE FOUR KNIGHTS' GAME.

1.	P-K4	Kt-KB3	Kt-B3	B-Kt5	0-0	Kt-Q5	P×Kt	Kt×P	P-QR4	P-QB3 A
	P-K4	Kt-QB3	Kt-B3	B-Kt5	0-0	Kt×Kt	Kt-Q5	Kt×B	Kt-Q5	P-Q3
2.	„	„	„	„	„	„	„	„	P-Q4	KKt×Kt	B-Kt5	Kt×Ktch A
							B-B4		Kt×QP	B×Kt	P-B3	P×Kt
3.	„	„	„	„	„	„	„	„	„	„	P×B	Q-Q3	B-K3*
									Kt×Kt	Kt-B3	Q-K2	P-Q3
4.	„	„	„	„	„	„	„	„	„	„	B-Kt5	R-Ksq	KKt×Kt A
									P×P	R-Ksq	Kt-K4	R×Kt

A—For continuation, see Appendix, page 60.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

The Four Knights' Game—*Continued.*

5.	P-K4 / P-K4	Kt-KB3 / Kt-QB3	Kt-B3 / Kt-B3	B-Kt5 / B-Kt5	0-0 / 0-0	P-Q3 / P-Q3	B×Kt / P×B	Kt-K2 / Kt-Ksq!	Kt-Kt3 / B-QB4	K-Rsq / B-KKt5*
6.	,, ,,	,, ,,	,, ,,	,, ,,	Kt-Q5 / B-B4	P-B3 / Kt×P	P-Q4 / P×P	P×P / QKt×P	Kt×Kt / P-QB3	0-0 A / P×Kt
7.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / B-Kt5ch	K-Bsq / B-K2	B-KB4 A / Kt-Q3
8.	,, ,,	,, ,,	,, ,,	,, ,, / B-B4	(See Variation 14, Ruy Lopez Knights' Game, page 10.)					
9.	,, ,,	,, ,,	,, ,,	,, ,, / P-QR3	B-R4 / B-B4	0-0! / P-QKt4	B-Kt3 / P-Q3	P-QR4 / R-QKtsq	P×P / P×P	Q-K2= / P-Kt5
10.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / B-Kt5	0-0 / 0-0	Kt-Q5 / B-B4	P-Q3 / P-KR3	P-B3 / P-Q3	P-Q4*
11.	,, ,,	,, ,,	,, ,,	,, ,,	B×Kt / QP×B	Kt×P / Kt×P	Kt×Kt / Q-Q5	0-0 / Q×KKt	R-Ksq / B-K3	P-Q4* A / Q-KB4
12.	,, ,,	,, ,,	,, ,,	,, ,, / Kt-Q5	Kt×P / Kt×KP	B-B4 / Q-Kt4	B×Pch / K-K2	Kt-Q5ch / K-Qsq	Kt-KKt4 / Q-B4	P-Q3 A / Kt-B4
13.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Kt-Kt4 / P-Q4	Kt-K3 / Kt×KBP	K×Kt / Q-B5ch	K-Qsq / P×B*

A—For continuation, see Appendix, pp. 60-1.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

The Four Knights' Game—*Continued.*

14.	P-K4	Kt-KB3	Kt-B3	Kt×P	P-Q4	P-K5	B-QB4	Q-B3	P×P en pas	Q-K2ch
	P-K4	Kt-QB3	Kt-B3	Kt×Kt	Kt-Kt3	Kt-Ktsq	P-QB3	P-Q4	Kt-B3	K-Q2*
15.	,,	,,	,,	,,	,,	,,	P-Q4	P-Q5	Kt×P	Kt-B3	Q-Q4	P×B	B-QB4=
							B-Kt5!	Kt-K2	P-Q3	Kt×KP	B×Ktch	Kt-KB3	0-0

8. THE HUNGARIAN DEFENCE.

1.	P-K4	Kt-KB3	B-B4	P-Q4!	P-B3	Q-B2	B-K2	B-K3	0-0	QKt-Q2=
	P-K4	Kt-QB3	B-K2	P-Q3	Kt-B3	0-0	B-Kt5	Q-Q2	QR-Qsq	
2.	,,	,,	,,	,,	,,	,,	,,	,,	Q-Kt3	Q-R4ch	B×Kt	QP×P	Kt×P*
							P-KB4	Kt-R4	P-B3	R×B	QP×P	P-QKt4
3.	,,	,,	,,	,,	,,	,,	,,	,,	P-Q5	B-Q3	0-0	P-B4	Kt-B3	B-K3=
									Kt-Ktsq	B-Kt5	Kt-KB3	P-B3	Kt-R3	0-0
4.	,,	,,	,,	,,	,,	,,	0-0	P-Q4	P-Q5	B-Q3	P-KR3	P-B4	BP×P
							Kt-B3	P-Q3	Kt-Ktsq	0-0	P-B3	P×P	Kt-Ksq*
5.	,,	,,	,,	,,	,,	,,	Kt-B3	0-0	P-Q4	B-K3	P-Q5	B-K2	Q-Q2=
							Kt-B3	0-0	P-Q3	B-Kt5	Kt-Ktsq	QKt-Q2	

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

9. THE QUEEN'S BISHOP'S PAWN GAME.

1.	P-K4	Kt-KB3	P-B3	B-Kt5!	Kt×P	Q-R4	P-KB4	Kt×PB3	B-K2	0-0=
	P-K4	Kt-QB3	P-Q4!	P×P	Q-Q4	KKt-K2	P×P en pas	P-QR3	Kt-Kt3	B-B1ch
2.	,,	,,	,,	,,	P-Q4	P-Q5!	P×Kt	K-K2	Q-R4	QKt-Q2	Kt×Kt A
			Kt-B3		KKt×P	B-B4	B×Pch!	KtP×P	P-KB4	0-0	P×Kt
3.	,,	,,	,,	,,	,,	,,	P×P	Q-Q5	K-K2	QKt-Q2	B×Kt	R-Ksq
							B-B4	B×Pch	P-KB4	Kt×Kt	B-Kt3	Q-K2*
4.	,,	,,	,,	,,	,,	,,	B-Kt5	0-0	B×Kt	Kt×P	P-Q4	P-KB4	Kt-B3=
							Kt×P	Kt-Q3	QP×B	B-K2	0-0	P-B3	
5.	,,	,,	,,	,,	,,	,,	P-Q4	P-Q5	Kt-Kt5	Kt×KP	B-Q3	Kt-Kt5	Kt×P A
			P-B4		P-Q3!	P×P	Kt-Ktsq	Kt-KB3	Kt×P	Kt-KB3	Kt×Kt
6.	,,	,,	,,	,,	,,	,,	,,	,,	B-Kt5ch	Q-Kt3	Kt-Kt5	Q×Bch	Q×KtP*
							QKt-K2	B-Q2	P×P	B×B	Q-Q2	R-Bsq
7.	,,	,,	,,	,,	,,	,,	,,	,,	B-QKt5	Kt×P	B×Ktch	Q-R5ch	0-0	Q×KP
							P×KP	P×Kt	P×B	K-Q2	Kt-B3	B-Q3*
8.	,,	,,	,,	,,	,,	,,	,,	,,	Kt×P	B-KKt5	B-Kt5	Q-Kt3ch	Kt×Kt	B×P*
							P×KP?	Kt-KB3	B-K2	0-0	P-Q4	P×Kt	B-K3
9.	,,	,,	,,	,,	,,	,,	P×P	P-KKt4	Kt-Ktsq	Q×P	B-Q3	Q-Kt5	
							P-Q3	P-KR4	P×P	KKt-K2	P-KKt3	P×P*

A—for continuation, see Appendix, page 61.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

10. THE FRENCH DEFENCE.

1.	P-K4	P-Q4	P×P	P-QB4	Kt-QB3	Kt-B3	B-K3	B×P	0-0	P-KR3=
	P-K3	P-Q4	P×P	Kt-KB3!	B-K2	0-0	P×P	P-B3	B-KKt5	B-R4
2.	,,	,,	,,	,,	Kt-KB3	B-Q3	0-0	Kt-B3	B-KKt5	B-R4	P-KR3=
					Kt-KB3	B-Q3	0-0	P-B3	P-KR3	B-KKt5	B-K3
3.	,,	,,	,,	Kt-QB3	P-K5	QKt-K2	P-QB4	P-B4	Kt-KB3	P-QR3	Kt-Kt3=
				Kt-KB3	KKt-Q2	P-QB4	Kt-QB3	Q-Kt3	P-B3	B-K2	0-0
4.	,,	,,	,,	B-KKt5	B×Kt	Kt-B3	B-Q3	P-K5	P×P	0-0=
				B-K2	B×B	0-0	P-B4!	B-K2	B×P	
5.	,,	,,	,,	,,	P-K5	B×B	Q-Q2	Kt-Qsq	P-QB3	P-KB4
					KKt-Q2	Q×B	P-QR3!	P-QB4	Kt-QB3	P-QKt4 A
6.	,,	,,	,,	B-Q3	B×P	B-Q3	Kt-B3	0-0	Kt-K2	P-B3*
			B-Kt5	P×P	Kt-KB3	P-KR3	0-0	Kt-B3	B-Q3	
7.	,,	,,	,,	P×P!	Kt-B3	B-Q3	0-0	B-KKt5	Q-Q2	QR-Ksq*
				P×P	Kt-KB3	0-0	B-Q3	P-B3	B-K3	QKt-Q2
8.	,,	,,	,,	B-Q3	P×QP!	B-Kt5ch	Kt-B3	B×Ktch	Q×P	P×B=
				P-QB4!	Q×P	Kt-QB3	P×P	P×B	B×Ktch	Kt-B3
9.	,,	,,	,,	P-K5	B-Kt5ch	B×Ktch	P-QB3	Kt-B3	QKt-Q2	P×P	Kt-Kt3
			P-QB4!	Kt-QB3	P×B	Q-Kt3	B-R3	P×P	P-QB4	P×P*

A—For continuation, see Appendix, page 61.

THE FRENCH DEFENCE—*Continued.*

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
10.	P-K4 / P-K3	P-Q4 / P-Q4	P-K5 / P-QB4	P-QB3 / Kt-QB3	Kt-KB3 / Q-Kt3	B-Q3 / B-Q2	B-B2 / R-Bsq	0-0 / P-B3	P-QKt3 / P×QP	BP×P / P×P*
11.	,, ,,	,, ,,	,, ,,	,, ,,	P-KB4 / Q-Kt3	Kt-B3 / B-Q2	B-K2 / R-Bsq	P-QR3 / P-B3	P-QKt3 / P×QP	BP×P / P×P*
12.	,, ,,	,, ,,	,, ,,	,, ,,	P×P! / B×P	Q-Kt4 / P-KKt3	P-KB4 / Q-Kt3	Kt-KR3 / B-K6	Q-Qsq / KKt-K2	Kt-R3* / Kt-B4
13.	,, ,,	,, ,,	,, ,,	,, ,, / Q-Kt3	P-QKt3 / Kt-QB3	Kt-B3 / B-Q2	B-K3 / R-Bsq	B-K2 / P×P	P×P / B-Kt5ch	QKt-Q2 A / B-B6
14.	,, ,,	P-QB4 / P-KB4	P×P / P×P	P-Q4 / Kt-KB3	Kt-KB3 / B-Kt5ch	Kt-B3 / P-Q3	B-K2 / 0-0	0-0 / P-B4	Q-Kt3 / Kt-B3	P-Q5= / Kt-K2
15.	,, ,,	P-Q4 / P-Q4	Kt-QB3 / Kt-KB3	P×P / P×P	Kt-B3 / B-Q3	B-Q3 / 0-0	0-0 / P-B3	Kt-K2 / B-KKt5	Kt-Kt3 / Q-B2	P-KR3= / B-K3
16.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Kt-B3	B-KKt5 / B-K3	Kt-K2 / B-K2	Kt-Kt3= / P-KR3
17.	,, ,,	,, ,,	,, ,,	P-K5 / Kt-Q2	P-B4 / P-QB4	P×P! / B×P	Q-Kt4 / P-KKt3	B-Q3 / Q-Kt3	Kt-R3 / Kt-QB3	Q-Kt3= / K-Kt5
18.	,, ,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Kt×P	B-Kt5ch / Kt-B3	Kt-B3 / B-Q2	0-0 / B-K2	K-Rsq* / 0-0

A—For continuation, see Appendix, page 61.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
	THE FRENCH DEFENCE—*Continued.*									
19.	P-K4 / P-K3	P-Q4 / P-Q4	QKt-B3 / KKt-B3	P-K5 / KKt-Q2	P-B4 / P-QB4	P×P! / B×P	Q-Kt4 / P-KKt3	B-Q3 / Kt-QB3	B-Q2 / Kt-Kt5	Kt-B3 A / P-QR3
20.	„ „	„ „	„ „	„ „	„ „	„ „	„ „ / 0-0	B-Q3 / Q-Kt3	Kt-R3 / P-KB4	Q-R4* / Kt-QB3
	11. THE VIENNA GAME.									
1.	P-K4 / P-K4	QKt-B3 / B-Kt5	P-B4 / P×P	Kt-B3 / P-KKt4	B-B4 / P-Kt5	0-0 / B×Kt	KtP×B / P×Kt	Q×P / Q-K2	P-Q4 / P-Q3	B×P* / B-K3
2.	„ „	„ „ / QKt-B3	P-B4 / P×P	Kt-B3 / P-KKt4	B-B4 / B-Kt2	0-0 / P-Q3	P-Q4 / P-KR3	P-KKt3 / B-R6	R-B2 / P-Kt5	P-Q5 / Kt-R5*
3.	„ „	„ „	„ „	P-Q4	(See Steinitz Gambit, page 54.)					
4.	„ „	„ „	„ „	Kt-B3 / B-K2	B-B4 / B-R5ch	K-Bsq / P-Q3	P-Q4 / B-Kt5	QB×P / Kt-B3	P-KKt3 / Kt-KR4	B-K3 / B-K2*
5.	„ „	„ „	Kt-B3 / Kt-B3	(See Four Knights' Game, page 18.)						
6.	„ „	„ „	„ „ / B-B4?	Kt×P! / Kt×Kt	P-Q4 / B-Q3	P×Kt / B×P	P-B4 / B×Ktch	P×B / P-Q3	B-Q3 / Kt-B3	0-0*

A—For continuation, see Appendix, page 61.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

The Vienna Game—*Continued.*

7.	P-K4	Kt-QB3	P-B4	P×QP	Kt×Kt	P×P	Kt×B3	B-K2	0-0=	
	P-K4	Kt-KB3	P-Q4	Kt×P	Q×Kt	Kt-B3	B-KKt5	Kt×P	B-B4ch	
8.	„	„	„ „	B-B4	Kt-B3	P-KR3	B-Kt3	P-Q3	0-0	B-K3	Q-Q2=
				B-B4	P-Q3	B-K3	0-0	QKt-Q2	P-KR3	B-Kt3	
9.	„	„	„ „	Kt-B3	Kt×P	P-B4	Kt-B3	QP×B	B-K2	0-0	B-Q3=
				B-Kt5	Q-K2	P-Q3	B×Kt	Kt×P	0-0	Kt-QB3	B-Kt5
10.	„	„	„ „	Kt-B3	Kt-QR4	Kt×B	P-Q4	Q×P	Q-K3	B-Q3	0-0=
			B-B4	P-Q3!	Kt-Q2	Kt×Kt	P×P	Kt-K3	Kt-B3	0-0	
11.	„	„	„ „	P—B4	Kt-B3	B-B4	P-Q3	Kt-K2	P-B3	P×B	Kt-Kt3=
				P-Q3!	Kt-KB3	Kt-B3	B-KKt5	Q-Q2	B×Kt	Q-R3	

12. THE SICILIAN GAME.

1.	P-K4	Kt-KB3!	Kt-B3!	P-Q4	Kt×P	KKt-Kt5	Kt-Q6ch	B-KB4	Kt-B5ch	B-Q2*
	P-QB4	P-K3	Kt-QB3	P×P	Kt-B3	B-Kt5	K-K2	P-K4	K-B3sq	P-Q4
2.	„	„	„ „	P-Q4	Kt×P	B-KKt5	Q-Q2	P-QB3	P×B	Q-B2	Q×Kt
				P×P!	Kt-KB3!	Q-R4ch	B-Kt5	Kt×P	Q×B	Kt-QB3	Q-B3ch*
3.	„	„	„ „	„	„	„	„	B-Q3	B-K3	0-0	P-KB4	P-K5	Kt-KB3=
								Kt-B3!	B-K2	0-0	P-Q3	Kt-Q2	P-B4

THE SICILIAN GAME—*Continued.*

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
4.	P-K4 P-QB4	Kt-KB3 P-KKt3	P-Q4 P×P	Kt×P B-Kt2	B-K3 Kt-QB3	Kt-QB3 Kt-B3	B-K2 P-Q3	0-0= P-QR3		
5.	„ „	Kt-QB3 P-K3	P-KKt3 Kt-QB3	B-Kt2 Kt-B3	KKt-K2 P-QR3	P-Q4 P×P	Kt×P Q-B2	0-0 B-K2	B-K3 0-0	Q-K2= P-QKt4
6.	„ „	„ „	Kt-B3 Kt-QB3	P-Q4 P×P	Kt×P B-Kt5	Kt-Kt5 Kt-B3	P-QR3 B×Ktch	Kt×B 0-0	B-K2 P-Q4	P×P= P×P
7.	„ „	„ „	„ „	„ „	„ „	„ „	Kt×Kt KtP×Kt	Q-Q4 B-Bsq	B-KB4 P-B3	B-Kt3 Q-Kt3	Q×Q= P×Q
8.	„ „	„ „ P-KKt3	P-Q4? P×P!	Q×P Kt-KB3	Kt-B3 Kt-B3	Q-Qsq B-Kt2	B-Q3 P-K3	0-0 0-0	B-K3 P-K3	Kt-K2 B-Kt2*
9.	„ „	P-Q4 P×P	Kt-KB3 P-K3	Kt×P Kt-QB3	Kt-Kt5 P-QR3	Kt-Q6ch B×Kt	Q×B Q-K2	Q-Kt3 P-B4	P-K5 Q-B4	Q×P= Q×KPch
10.	„ „	P-KB4 Kt-QB3	Kt-KB3 P-K3	B-K2 P-Q4	P-Q3 P×P	P×P Q×Qch	B×Q Kt-B3	Kt-B3 B-Q2	B-K3 0-0-0	B-K2= Kt-KKt5
11.	„ „	„ „ P-K3	Kt-KB3 Kt-QB3	BKt5 KKt-K2	Kt-B3 P-QR3	B×Kt Kt×B	P-Q3 P-Q3	0-0 B-K2	Kt-K2 0-0	Kt-Kt3*
12.	„ „	„ „ P-K4	P-Q3 P-Q3	Kt-KB3 B-Kt5	B-K2 Kt-QB3	0-0 Kt-B3	P-B3 B-K2	B-K3 0-0	QKt-Q2 Q-B2	P-B5* P-Q4

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

13. IRREGULAR DEFENCES IN KING'S KNIGHT'S OPENING.

1.	P-K4	Kt-KB3	P×P	Q-K2	P-Q3	P-B3	P×P	Q×P	B-Kt5ch	Q-K2*
	P-K4	P-Q4	P-K5	P-KB4	B-Kt5ch	B-K2	P×P	Kt-KB3	B-Q2	Kt×P
2.	„ „	„ „	„ „	Kt-B3	B-Kt5ch	0-0	B×Bch	P-Q4	R-Ksq	Q-K2*
			Q×P	Q-K3	B-Q2	P-QR3	Kt×B	0-0-0	P-KB3	B-Q3
3.	„ „	„ „	Kt-B3!	P-Q4	P-K5	Q×P	B-K2	B-K3	0-0-0	Kt-KR4*
		Q-B3?	P-B3	P×P	Q-Kt3	P-Q3	P-KB4	Kt-Q2	P-Q4	Q-K3

14. THE KING'S BISHOP'S OPENING.

1.	P-K4	B-B4	Kt-KB3	P-Q3	Kt×P	B-Kt3	P-Q4	0-0	P-QB3	Kt×Kt=
	P-K4	Kt-KB3	Kt×P!	Kt-KB3	P-Q4	B-Q3	0-0	P-B4	Kt-B3	P×Kt
2.	„ „	„ „	„ „	Q-K2	B-Kt3	P-Q3	Kt×P	Q-K3	0-0	Q-K2
				P-Q4	Kt-QB3	Kt-B4	Kt-Q5	KKt×B	Kt×P	QKt-Q5*
3.	„ „	„ „	„ „	Kt×P	B-Kt3	Kt×P	R-Bsq	P-Q4	Q-Q3	Q-K2
				P-Q4	Q-Kt4!	Q×KtP	Kt-QB3!	B-R6	Kt-Kt5	Q×Rch*
4.	„ „	„ „	Kt-QB3	B×Pch	Kt×Kt	Q-B3ch	P-Q3	Kt-Kt3	B-Q2=	
			Kt×P	K×B	Kt-B3	K-Ksq	P-Q4	B-Q3	Kt-K2	
5.	„ „	„ „	P-Q3	Kt-KB3	P-B3	P-QR4	0-0	B×B	Q-Kt3	P-Q4=
			B-B4	P-Q3	0-0	P-QR4	B-K3	P×B	Q-Bsq	P×P

THE KING'S BISHOP'S OPENING—*Continued.*

	1.	2.	3.	4.	5.	6.	7.	8.	9	10.
6.	P-K4 / P-K4	B-B4 / Kt-KB3	P-Q3 / Kt-B3	P-B4 / B-B4	P×P / QKt×P	B-Kt3 / 0-0	Kt-KB3 / Kt×Ktch	Q×Kt / P-Q4	B-Kt5 / P×P	P×P / B-KKt5*
7.	,, ,,	,, ,,	P-B4 / P-Q4	P×KP / Kt×P	Q-B3 / Q-R5ch	P-Kt3 / Kt×KtP	P×Kt / Q×B	Kt-B3 / B-K3	P-Q3 / Q-B3	B-Kt5 / P-Q5*
8.	,, ,,	,, ,,	P-Q4 / Kt×P?	P×P / B-B4	B×Pch / K-Bsq	Q-B3*				
9.	,, ,,	,, ,,	,, ,, / P×P!	P-K5 / P-Q4	B-Kt5ch / B-Q2	B×Bch / KKt×B	Q×P / Kt-QB3	Q×P / KKt×P	Q×Qch / R×Q	Kt-K2 / Kt-QKt5*
10.	,, ,,	,, ,, / B-B4	P-QB3 / Q-Kt4	Q-B3 / Q-Kt3!	Kt-K2 / P-Q3	P-Q4 / B-Kt3	0-0 / Kt-KB3	P×P / P×P	Kt-Kt3 / B-Kt5	Q-Q3= / QKt-Q2
11.	,, ,,	,, ,,	,, ,, / P-Q4	B×P / Kt-KB3	Q-B3! / 0-0	B-B4! / B-KKt5	Q-Q3 / Q-Q2	Kt-K2 / Kt-B3	0-0 / QR-Qsq	Q-B2= / Kt-QR4
12.	,, ,,	,, ,,	,, ,, / Kt-KB3	P-Q4 / P×P	P-K5! / P-Q4!	P×Kt / P×B	Q-R5 / 0-0!	Q×B / R-Ksqch	Kt-K2 / P-Q6	B-K3= / P×Kt
13.	,, ,,	, ,,	Kt-KB3! / P-Q3	P-Q3 / Kt-KB3	P-B3 / Q-K2	P-QKt4 / B-Kt3	P-QR4 / Kt-Kt5	0-0 / P-QR3	P-R3 / P-KR4*	
14.	,, ,,	, ,	,, ,,	P-Q4 / P×P	Kt×P / Kt-K2	P-B4 / 0-0	0-0 / K-Rsq	P-B5 / P-Q4	P×P / Kt×BP	P-B3 / P-B3*

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

The King's Bishop's Opening—*Continued.*

15.	P-K4	B-B4	Q-K2	P-QB3	P-B4	R×B	P-Q3	B×P	P×Kt	B×P A
	P-K4	B-B4	Kt-QB3	Kt-B3!	B×Kt	0-0	P-Q4	Kt×B	P×P	R-Ksq
16.	„ „	„ „	„ „	P-B4	Kt-KB3	Kt-B3	P-Q3	P-B5	B-KKt5	B-R4 A
			Q-K2	Kt-KB3	P-Q3	P-B3	B-KKt5	QKt-Q2	P-KR3	P-KKt4
17.	„ „	„ „	P-QKt4	P-B4	P×QP	Kt-K2	C-0	QKt-B3	P×P	K-Rsq
			B×KtP	P-Q4!	P-K5	Kt-KB3	0-0	P-B3	Kt×P	B-Kt5*
18.	„ „	„ „	„ „	„ „	Kt-KB3	P×P	P-B3	P-Q4	0-0	Q-B2
				P×P	P-Q4	Kt-KB3	B-Q3	0-0	B-KKt5	QKt-Q2*
19.	„ „	„ „	„ „	„ „	„ „	B×P	P-B3	P×Kt	0-0	
						Kt-KB3	Kt×B!	B-Q3	C-0*	
20.	„ „	„ „	Q-K2	P-B4	P-K5	P-Q4	B×Kt	P-Kt3	B×Pch	Q-B3ch*
		P-QB3?	Kt-B3	P×P	Kt-Q4	B-K2	B-R5ch	P×P	K×B	

15. THE KING'S AND QUEEN'S FIANCHETTI DEFENCES.

1.	P-K4	P-KB4	Kt-KB3	P-Q4	Kt-B3	P×QP	P×P	P×B	B-K3	B-K2*
	P-KKt3	P-K3	P-QB4	P-Q4	B-Kt2	KP×P	B×Ktch	Kt-K2	0-0	QKt-B3
2.	P-K4	P-Q4!	B-Q3	P×P	Q-R5ch	P×P	P×Pdisch	P×Ktch	Q-Kt4	P-KR4*
	P-QKt3	B-Kt2	P-KB4	B×P	P-Kt3	KB-Kt2	K-Bsq	K×Q	B×R	B-Kt2 A

A—For continuation, see Appendix, page 61.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

QUEEN'S PAWN'S OPENING.

16. THE QUEEN'S PAWN'S GAME.

1.	P-Q4	P-K3	B-Q3 A	Kt-KB3	0-0	P-QR3	Kt-B3	P-QKt3	B-Kt2	Kt-K2=
	P-Q4	Kt-KB3	P-K3	P-B4	Kt-B3	B-Q3	P-QKt3	0-0	B-Kt2	R-QBsq
2.	,, ,,	B-B4	P-K3	B×B	Q-Q2	Kt-KB3	B-Kt5	0-0	B×Kt	P-B3
		P-K3	B-Q3	Q×B	P-QB4	Kt-QB3	B-Q2	Kt-B3	P×B	Kt-K5*
3.	,, ,,	P-KKt3	B-Kt2	P-QB3	P-B3	Kt-KR3	Kt-B2	B-Kt5	P-K3	B×Kt=
		Kt-KB3	P-K3	P-QKt3	B-Kt2	P-B4	Kt-B3	B-K2	0-0	B×B

17. STAUNTON'S OPENING.

1.	P-Q4	P-K4	Kt-QB3	B-KKt5	B×Kt	Kt×P	Kt-Kt3	B-Q3	Q-R5	Q-R6=
	P-KB4	P×P	Kt-KB3	P-B3!	KP×B	P-Q4	B-Q3	0-0	P-Kt3	Q-K2ch
2.	,, ,,	,, ,,	,, ,,	,, ,,	B×Kt	Kt×P	B-Q3	Kt-Kt3	KKt-K2	K-Bsq
					KP×B	Q-Kt3	P-Q4	Q×KtP	B-Kt5ch	B-Q3*
3.	,, ,,	P-Q5	Kt-KB3	Kt-B3	B-Kt5	P-K4	P×P	Kt-KR4	B-Q3	0-0=
	P-QB4	P-B4	P-Q3	Kt-KB3	P-K4	P-QR3	B×P	B-Bsq	P-KKt3	B-K2

18. THE DUTCH OPENING.

1.	P-Q4	P-QB4	Kt-QB3	B-B4	P-K3	Kt-B3	B-Kt5	B-R4	Kt-Q2	B-Kt3=
	P-KB4	Kt-KB3	P-Q3	P-B3	Q-B2	Kt-R4	P-KR3	P-KKt4	Kt-B3	P-K4

A—For the best move, P-QB4, see Queen's Gambit, page 55.

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

IRREGULAR OPENINGS.

19. THE ENGLISH GAME.

1.	P-QB4	Kt-QB3	P-K4	B-Q3	P×P	Kt-R3	P-QKt3	0-0	B-B2	Kt-B4=
	P-QB4	P-KB4	P-Q3	P-K3	P×P	Kt-KB3	P-KKt3	B-Kt2	0-0	Kt-B3
2.	,, ,,	P-K3	P-QR3	P×P	Kt-KB3	Kt-B3	KtP×Kt	P-Q4	BP×P	P-K4=
	P-K4	Kt-KB3	P-Q4	Kt×P	B-Q3	Kt×Kt	0-0	P×P	P-QKt3	B-Kt2
3.	,, ,,	P-K3	Kt-KB3	P-QKt3	B-Kt2	B-K2	0-0	Kt-B3	Kt-Ksq	P-B4=
	P-K3	Kt-KB3	P-QKt3	B-Kt2	B-K2	0-0	Kt-R3	Kt-Ksq	P-KB4	Kt-B3
4.	,, ,,	,, ,,	P-KKt3	B-Kt2	Kt-KB3	P-Kt3	B-Kt2	0-0	P-Q4	Kt-B3=
		P-KB4	Kt-KB3	P-B3	P-Q4	B-Q3	0-0	QKt-Q2	P-QKt3	Q-K2
5.	,, ,,	P-K3	Kt-KB3	P-QR3	Kt-B3	P-Q4	B-Q3	0-0	Kt-K2	Kt-Kt3=
	P-KB4	P-K3	P-QKt3	B-Kt2	Kt-KB3	B-Q3	P-QB4	Kt-B3	R-QBsq	B-Ktsq

20. ANDERSSEN'S OPENING.

1.	P-QR3	P-K3	B-Kt5ch	Kt-KB3	P-Q4	0-0	B×Ktch	Kt-B3	Kt-Ksq	P-B4=
	P-Q4	P-QB4	Kt-QB3	P-K3	P-B5	P-QR3	P×B	Kt-B3	B-Q3	0-0
2.	,, ,,	P-QB4	Kt-QB3	P×P	P-K3	Kt-B3	B-K2	P-Q4	P×P	0-0=
	P-K4	Kt-KB3	P-Q4	Kt×P	B-K3	B-Q3	0-0	P×P	P-QB3	Kt-Q2
3.	,, ,,	P-Q4	P-K4	P×P	B-Q3	Kt-K2	B-K3	QKt-B3	0-0	P-QKt4=
	P-KKt3	B-Kt2	P-QB4	Q-B2	Q×BP	Kt-QB3	Q-R4ch	P-Q3	B-Q2	Q-Qsq

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

21. THE KING'S BISHOP'S PAWN GAME.

1.	P-KB4	P-Q4	P-K3	Kt-KB3	P-B4	KP×P	B×P	Kt-B3	0-0	K-Rsq=
	P-Q4	P-QB4	P-K3	KtQB3	BP×P	P×P	Kt-B3	B-K2	0-0	P-QR3
2.	,, ,,	P-K3	B-K2	P-QKt3	B-Kt2	Kt-KB3	P-QR4	P-Q3	P-B3	P-QKt4=
	P-KB4	P-K3	Kt-KB3	B-K2	0-0	P-Q3	Kt-K5	B-B3	Kt-B4	KKt-R3
3.	,, ,,	Kt-KB3	P-K3	B-K2	0-0	P-QKt3	B-Kt2	P-KR3	P-QB4	Kt-B3=
	P-K3	Kt-KB3	B-K2	P-QKt3	B-Kt2	0-0	P-Q3	Kt-Ksq	P-QB4	Kt-QB3

22. THE "KING'S-PAWN-ONE" OPENING.

1.	P-K3	P-QB4	P-Q4	P-B4	P-Q5	Kt-KB3	B-K2	0-0	Kt-B3	P-QKt3=
	P-KB4	P-K3	Kt-KB3	P-B4	Q-B2	B-K2	0-0	P-QKt3	P-QR3	B-Kt2

23. THE KING'S FIANCHETTO.

1.	P-KKt3	B-Kt2	P-Q3	P-KB4	Kt-QB3	B-Q2	P-K3	KKt-K2	0-0	P-QR3=
	P-K4	P-Q4	P-KB4	Kt-QB3	B-Kt5	Kt-B3	0-0	P-K5	Kt-K2	B-Q3

24. THE QUEEN'S FIANCHETTO.

1.	P-QKt3	B-Kt2	P-K3	P-QB4	P-QR3	P-Q4	Kt-KB3	P-Kt3	B-Kt2	0-0=
	P-K3	P-KB4	Kt-KB3	B-K2	P-Q3	0-0	P-QKt3	B-Kt2	Kt-K5	Kt-Q2

25. ZUKERTORT'S OPENING.

1.	KKt-B3	P-Q4	P-K3	B-Q3	(For continuation, see Queen's Pawn's Opening, Var. 1, page 30.)
	P-Q4!	Kt-KB3	P-K3	P-B4	

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

THE GAMBITS.—26. THE SCOTCH GAMBIT.

1.	P–K4	Kt–KB3	P–Q4	B–QB4	P–B3	P–K5	B–QKt5	P×P	0–0	Kt–B3=
	P–K4	Kt–QB3	P×P!	B–B4!	Kt–B3!	P–Q4	Kt–K5	B–Kt3!	0–0	B–Kt5
2.	,,	,,	,,	,,	,,	P×P	B–Q2	QKt×B	P×P	Q–Kt3=
	,,	,,	,,	,,	,,	B–Kt5ch	B×Bch	P–Q4	KKt×P	QKt–K2
3.	,,	,,	,,	,,	Kt–Kt5	Kt×BP	B×Ktch	Q–R5ch	Q×B	P×P A
	,,	,,	,,	,,	Kt–R3	Kt×Kt	K×B	P–Kt3	P–Q4	R–Ksq ch
4.	,,	,,	,,	,,	,,	Q–R5	Kt–K6!	Kt×KtPch	B×Kt	0–0*
	,,	,,	,,	,,	,,	Kt–K4?B	Q–B3	Q×Kt	Q–B3	P–Q3
5.	,,	,,	,,	,,	P–B3	0–0!	B×KtP	Kt–Kt5	P–K5	P×Kt A
	,,	,,	,,	,,	P×P	P×P	Kt–B3	0–0	P–Q4	P×B
6.	,,	,,	,,	,,	0–0	R–Ksq	B×P	Kt–B3	Kt×Kt	B–Kt5 A
	,,	,,	,,	Kt–KB3!	Kt×P!	P–Q4	Q×B	Q–KR4	B–K3	P–KR3
7.	,,	,,	,,	,,	,,	P–K5!	B–Q5	B×Kt	Q×P	P–QKt4=
	,,	,,	,,	,,	B–K2	Kt–K5	Kt–B4	QP×B	B–B4	Kt–K3
8.	,,	,,	,,	P–B3	B–B4	0–0	Kt×P	B–K3	Kt–Q4	Kt×Kt=
	,,	,,	,,	P×P!	Kt–B3	P–Q3	B–K2	0–0	Kt–KKt5	P×Kt
9.	,,	,,	,,	Kt×P!	B–K3!	P–QB3	Q–Q2	P×B	Kt–B3	Kt×P*
	,,	,,	,,	B–B4	Q–B3!	KKt–K2	B×Kt	P–Q4	P×P	Q–Kt3
10.	,,	,,	,,	,,	,,	,,	,,	B–K2	Kt×Kt	P–K5
							0–0	P–Q4	Q×Kt	B–B4*

A—For continuation, see Appendix, page 62.

B—The correct move is Q–K2.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

The Scotch Gambit—*Continued.*

11.	P-K4 P-K4	Kt-KB3 Kt-QB3	P-Q4 P×P	Kt×P! B-B4	Kt-KB3 B-Kt3	Kt-B3 P-Q3	B-K2 B-K3	B-KB4 KKt-K2	0-0 Kt-Kt3	B-Kt3= Q-Q2
12.	,, ,,	,, ,,	,, ,,	,, ,, Q-R5	Kt-Kt5 Q×KPch	B-K2 B-Kt5ch	B-Q2! K-Qsq!	0-0 B×B	Kt×B Q-KB5	P-B4= Kt-B3
13.	,, ,,	,, ,,	,, ,,	,, ,,	Kt-KB3 Q×KPch	B-K2 B-Kt5ch	P-QB3 B-B4	0-0 Kt-B3	P-QKt4 B-Kt3	B-Q3 A Q-Kt5
14.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, Q-K2	B-Kt5 Kt-B3	Kt-B3 Q-Qsq	Kt-Q4 P-QR3	0-0= B-K2
15.	,, ,,	,, ,,	,, ,, Kt×P?	Kt×P Kt-K3!	B-QB4 P-QB3!	B×Kt Q-R4ch	Kt-B3 Q×KKt	B-Kt3 B-Kt5	0-0 B×Kt	P×B Q×BP*
16.	,, ,,	,, ,,	,, ,,	Kt×Kt P×Kt	Q×P Kt-K2	B-QB4 Kt-B3	Q-Q5 Q-B3	0-0 B-Kt5	P-QB3 B-R4	P-B4 A B-Kt3ch
17.	,, ,,	,, ,,	,, ,,	,, ,,	B-QB4 Q-B3	0-0 B-B4	P-K5 Q-B4	P-QB3 P×P	Kt×P Kt-K2	Q-K2 A 0-0
18.	,, ,,	,, ,,	,, ,, P×P	Kt×P Kt-B3	Kt×Kt KtP×Kt	B-Q3 P-Q4	Q-K2 B-Kt5ch	P-B3 P×P	B×P Kt×B	Q×Ktch= Q-K2
19.	,, ,,	,, ,,	,, ,,	,, ,,	QKt-B3 B-Kt5	Kt×Kt KtP×Kt	Q-Q4 Q-K2	P-B3 P-Q4	B-KKt5 P-B4	B-Kt5ch K-Bsq*

A—For continuation, see Appendix, page 62.

27. THE KING'S KNIGHT'S GAMBITS (BERLIN DEFENCE).

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.	P-K4 / P-K4	P-KB4 / P×P	Kt-KB3 / P-KKt4	B-B4 / B-Kt2	0-0 / P-Q3	P-Q4 / P-KR3	P-KKt3 / P-Kt5!	Kt-R4 / P-B6	P-B3 / B-B3	Kt×P / P×Kt*
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Kt-B3 / Kt-K2	P-KKt3 / P-Kt5	QB×P / P×Kt	Q×P / B×Pch*
3.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-B3 / Kt-Q2	Q-Kt3 / Q-K2	P-KKt3 / P-Kt5	Kt-R4 / P-B6*
4.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-KKt3 / P-Kt5	Kt-R4 / P-B6	P-Q4 / Kt-QB3	P-B3 / Q-K2	P-Kt4 / Kt-Qsq*
5.	,, ,,	,, ,,	,, ,,	,, ,,	P-Q4 / P-Q3!	P-B3 / P-Kt5!	QB×P / P×Kt	0-0 / B-K3	B×B / P×B	Q-Kt3 / Kt-Q2*
6.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / P-Kt5	0-0! / P×Kt	Q×P / B×Pch	K-Rsq / P-Q3	QB×P / B-B3	P-K5 A / P×P
7.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / P-KR3	P-B3 / P-Q3	0-0 / Q-K2	P-K5 / P×P	Kt×KP / B×Kt	R-Ksq A / B-K3
8.	,, ,,	,, ,,	,, ,,	,, ,,	P-B3 / P-Kt5!	0-0! / P×Kt	Q×P / Kt-KR3	P-Q4 / 0-0	QB×P / P-Q3	B×Kt A / B×B
9.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-Q4 / P×Kt	0-0 / P-Q4	B×P / P-QB3	B×Pch / K×B	Q×P / Kt-KB3*

A—For continuation, see Appendix, page 62.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

KING'S KNIGHT'S GAMBITS—*Continued.* (28. PHILIDOR.)

1.	P-K4 / P-K4	P-KB4 / P×P	Kt-KB3 / P-KKt4	B-B4 / B-Kt2	P-KR4 / P-KR3!	P-Q4 / P-Q3!	P-B3 / P-Kt5!	Kt-Ktsq / Q-K2	Q-K2 / Kt-KB3	P-K5 / P×P*
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	QB×P / P×Kt	Q×P / B-K3!	Kt-Q2 / Kt-K2*
3.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Kt-B3 / P-QB3	P×P / P×P	R×R / B×R	K-B2 / P-Kt5*

(29. SALVIO.)

1.	,, ,,	,, ,,	,, ,,	,, ,, / P-Kt5	Kt-K5 / Q-R5ch!	K-Bsq / Kt-KB3	Q-Ksq! / Q×Qch	K×Q / P-Q3	Kt×BP / P-Q4	B×P= / Kt×B
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Kt×P	B×Pch / K-K2	B-Kt3 / B-Kt2*
3.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Kt-KR3	P-Q4 / P-Q3	Kt-Q3 / P-B6	P-KKt3 / Q-K2!	Kt-B3 A / P-QB3
4.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / P-KB6!	B-B4 / P-Q3	Kt-Q3 / P×Pch	K×P / B-Kt2*
5.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-KKt3 / Q-R6ch	K-B2 / Q-Kt7ch	K-K3 / P-KB4*

A—For continuation, see Appendix, page 62.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

KING'S KNIGHT'S GAMBITS—*Continued.* (30. COCHRANE.)

1.	P-K4 / P-K4	P-KB4 / P×P	Kt-KB3 / P-KKt4	B-B4 / P-Kt5	Kt-K5 / Q-R5ch	K-Bsq / P-B6!	B×Pch / K-K2	Q-Ksq / P×Pch	K×P / Q-R6ch	K-Ktsq / P-Q3*
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-Q4 / P×Pch	K×P / Q-R6ch	K-Ktsq / Kt-KR3	Q-Q3 / Q×Q*
3.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Kt-KB3	Kt-QB3 / Kt-B3	B×Pch / K-Qsq	B-Kt3 / Kt×Kt**
4.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-KKt3 / Q-R6ch	K-B2 / Kt-KB3	P-Q3 / P-Q3	Kt×PB2 / P-Q4*
5.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P×P / Kt-KB3	Q-K2 / P-Q3	Kt×BP / P×P	Q-B2 / B-R6ch*

(31. MUZIO.)

1.	,, ,,	,, ,,	,, ,,	,, ,,	0-0 / P×Kt	Q×P! / Q-B3!	P-K5 / Q×P	P-Q3 / B-R3	Kt-B3 / Kt-K2	B-Q2 A / QKt-B3
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-Q3 / B-R3	Kt-B3 / Kt-K2	B-Q2 / QKt-B3	QR-Ksq / Kt-K4*
3.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / P-Q4	B×QP / P-B3	B-Kt3 / B-K3	B×P / Kt-Q2*
4.	,, ,,	,, ,,	,, ,,	,, ,,	P-Q4 / P-Q4	B×QP / P-B3	B-Kt3 / P×Kt	Q×P / Q×P	QB×P / Kt-KB3	Kt-Q2 / B-KKt5*

A—For continuation, see Appendix, page 62.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

KING'S KNIGHT'S GAMBITS. (MUZIO—*Continued*).

5.	P-K4 / P-K4	P-KB4 / P×P	Kt-KB3 / P-KKt4	B-B4 / P-Kt5	Kt-B3 / P×Kt	Q×P / P-Q4!	B×P / P-QB3	B-Kt3 / B-K3	B×B / P×B	Q-R5ch A / K-Q2
6.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	B×KBPch / K×B	Q-R5ch / K-Kt2	P-Q4 A / B-K3

(32. ALLGAIER.)

1.	,, ,,	,, ,,	,, ,,	P-KR4 / P-Kt5	Kt-Kt5 / P-KR3	Kt×P / K×Kt	Q×P / Kt-KB3	Q×BP / B-Q3!	Q-B3 / Kt-B3	P-B3 / Kt-K4*
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	B-B4ch / P-Q4	Q×P / B-Q3	B×Pch / K-Kt2*
3.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	B-B4ch / P-Q4	B×Pch / K-Kt2	P-Q4 / Q-B3	P-K5 / Q-B4*
4.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-Q4 / P-B6	B-B4ch / P-Q4	B×Pch / K-Kt2	P×P / P-B3*
5.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P×P / B-K2	B-B4ch / P-Q4	B×Pch A / K-Ksq
6.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / P-Q4	B×P / P×P	B-B4ch / K-Kt2	B-K5ch A / Kt-KB3
7.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	B-B4ch / P-Q4	B×Pch / K-Kt2	B×P / B×B	Q×Pch A / K-B2

A—For continuation, see Appendix, page 62.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

KING'S KNIGHT'S GAMBITS—*Continued.* (33. KIESERITZKY.)

1.	P-K4 / P-K4	P-KB4 / P×P	Kt-KB3 / P-KKt4	P-KR4 / P-Kt5	Kt-K5 / B-Kt2!	Kt×KtP / P-Q4!	Kt-B2! / Kt-K2	P×P / 0-0	B-K2 / Kt-B4	0-0 / Kt-Kt6*
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-Q4 / Kt-KB3!	Kt-QB3 / P-Q3	Kt-Q3 / Kt-R4	Kt×P / Kt-Kt6	R-R2 / 0-0*
3.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	B×P / P-Q3	Kt-B4 / Kt×P	B-Q3 / Q-K2	Q-K2 / P-KB4*
4.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Kt×KtP / Kt×P	B×P / Q-K2	Q-K2 / B×P	P-B3 / P-KR4*
5.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	B-QB4 / P-Q4	P×P / 0-0!	B×P / Kt×P	B×Kt / Q×B*
6.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	B-Q3 / P-Q3	Kt-B4 / Kt-R4	P-B3 / Kt-QB3	QKt-R3 / 0-0*
7.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Kt-KB3!	B-B4 / P-Q4	P×P / B-Q3	P-Q4 / Kt-R4	Kt-QB3 / Q-K2	B-Kt5ch / P-QB3*
8.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Kt×KtP / Kt×P	P-Q3 / Kt-Kt6	B×P / Kt×R	Q-K2ch / Q-K2	Kt-B6ch / K-Qsq*
9.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / P-Q3	Kt×KtP / B-K2	P-Q4 / B×Pch	Kt-B2 / Q-Kt4'	Q-B3 / B-Kt6	Kt-B3! / Kt-KB3*

KING'S KNIGHT'S GAMBITS. (KIESERITZKY—*Continued.*)

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
10.	P-K4 / P-K4	P-KB4 / P×P	Kt-KB3 / P-KKt4	P-KR4 / P-Kt5	Kt-K5 / Q-K2	P-Q4! / P-Q3	Kt×KtP / P-KB4	Kt-B2 / Kt-KB3	B×P / P×P	P-Q5* / P-KR4
11.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Kt-QB3	P-Q4 / Q-K2	Kt-QB3 / Kt×Kt	Kt-Q5 / Q-Q3	B×P / B-Kt2	Q×P*
12.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Kt×KtP / P-KR4	Kt-B2 / P-Q4	Kt-B3 / Kt-B3	P-Q3 / B-R3	B-K2* / P-Q5
13.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / B-K2	B-B4! / B×Pch	K-Bsq / P-Q4!	B×P / Kt-KR3	P-Q4 / B-Kt4	P-KKt3= / Q-B3
14.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / P-KR4	B-B4 / Kt-KR3	P-Q4 / P-Q3	Kt-Q3 / P-B6	P×P! / B-K2	B-K3! A / B×Pch
15.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / R-R2	P-Q4 / P-B6	P×P / P-Q3	Kt-Q3 / B-K2	B-K3= / B×Pch

(34. CUNNINGHAM.)

1.	,, ,,	,, ,,	,, ,, / B-K2	B-B4 / B-R5ch	K-Bsq! / P-Q4	B×P / Kt-KB3	Kt-B3 / Kt×B	Kt×Kt / P-KB4	P-Q3 / P×P	P×P / 0-0*
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / 0-0	P-Q4 / Kt×B	P×Kt / B-Kt4	P-KR4 A / B-R3
3.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / B-B3	P-K5 / B-K2	P-Q4 / P-Q4	B-K2! / P-KKt4	P-KR4 / P-Kt5	Kt-R2 A / P-KR4

A—For continuation, see Appendix, page 63.

KING'S KNIGHT'S GAMBITS. (CUNNINGHAM—*Continued.*)

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
4.	P-K4 / P-K4	P-KB4 / P×P	Kt-KB3 / B-K2	B-B4 / B-R5ch	K-Bsq / Kt-KR3	P-Q4 / Kt-Kt5	Q-K2 / Kt-B7	Kt×B / Kt×R	Kt-KB3 / Kt-Kt6ch	P×Kt* / P×P
5.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / P-Q3	P-Q4 / Q-B3	P-K5 / P×P	P×P / Q-K2	B×BP / B-B4	Kt-B3* / P-QB3
6.	,, ,,	,, ,,	,, ,,	,, ,,	P-KKt3? / P×P	0-0 / P×Pch	K-Rsq / P-Q4!	B×P / Kt-KB3	B×Pch / K×B	Kt×B A / R-Bsq
7.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Kt-KR3	P-Q4 / P-Q4	B×Kt / QP×B	Kt-K5 A / P×B
8.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / B-B3	P-K5 / P-Q4!	P×B / Kt×P	B-Kt3 / B-K3*
9.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / P-Q3	B×Pch / K×B	Kt-K5 dis ch / K-Ksq	Q-R5ch A / P-Kt3

(35. IRREGULAR DEFENCES IN KKt's GAMBITS.)

1.	,, ,,	,, ,,	,, ,, / P-Q4	P×P / P-KKt4	B-B4 / P-Kt5	Q-K2ch / Q-K2	Kt-Q4 / B-Kt2	Q×Qch / Kt×Q	Kt-Kt5 / B-K4	P-Q4* / B-Q3
2.	,, ,,	,, ,,	,, ,,	,, ,, / B-Q3	P-Q4 / P-KKt4	P-B4 / P-QB3	B-Q3=			
3.	,, ,,	,, ,,	,, ,, / P-Q3?	B-B4 / P-KKt4	P-KR4 / P-Kt5	Kt-Kt5 / Kt-KR3	P-Q4 / P-KB3	B×P / P×Kt	B×KtP / Q-Q2	0-0* / P-B3

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

KING'S KNIGHT'S GAMBITS—IRREGULAR DEFENCES—*Continued.*

4.	P-K4	P-KB4	Kt-KB3	B-B4	P-Q4	Q×B	P-KR4	P×P	Q-R5ch	Q-R3ch**
	P-K4	P×P	P-Q3	B-Kt5	B×Kt	P-KKt4	P-KB3	P×P	K-Q2!	K-Ksq
5.	,, ,,	,, ,,	,, ,,	,, ,,	B×B	P-Q4	P-KR4	P×P	P-KKt3	Kt×B*
				B-K3	P×B	P-KKt4	B-R3	B×P	Q-B3	Q×Kt
6.	,, ,,	,, ,,	,, ,,	P-Q4	B-B4	Kt-B3	0-0	P-Q5	Kt-K2	P-B3*
			Kt-K2	Kt-Kt3	P-Q3	P-QB3	B-K3	B-Kt5	Q-B3	B-K2
7.	,, ,,	,, ,,	,, ,,	P-K5	B-K2	Kt×P	B×Kt	Q-B3	B×Q	P-Q4=
			Kt-KB3	Kt-R4	P-KKt4	Q×Kt	Q×KtP	Q×Q	B-Kt2	P-Q3
8.	,, ,,	,, ,,	,, ,,	B-B4	P-KR4	Kt-Kt5	B-Kt3	P-Q4	P×Kt	Q×KtP
			Kt-QB3	P-KKt4	P-Kt5	Kt-K4	P-KR3	P×Kt	B-Kt2	B×P*
9.	,, ,,	,, ,,	,, ,,	P-K5	P-KR4	Kt×P	P-Q4	P×B	K×Q	B×P=
			P-KB4	P-Q3	P×P	B-Q3	B×Kt	Q×Qch	Kt-KR3	Kt-Kt5

36. KING'S KNIGHT'S GAMBITS DECLINED.

1.	,, ,,	,, ,,	Kt-KB3!	P-B3	B-K2!	B×B	P-QKt4	P-Kt5	P-Q4	P×P=
		B-B4!	P-Q3	B-KKt5	B×Kt	Kt-QB3	B-Kt3	QKt-K2	P×QP	Kt-Kt3
2.	,, ,,	,, ,,	,, ,,	B-B4	P-Q3	P-B3	Q-K2	B-K3	Q×B	Q×P=
			Kt-KB3	B-KKt5	B-KKt5	Kt-B3	Q-K2	B×B	P×P	B×Kt
3.	,, ,,	,, ,,	,, ,,	P-QKt4	P-B3	B-B4	P-Q4	P×P	0-0	B-Kt2*
				B×P	B-QB4	Kt-QB3	P×P	B-Kt3	B-Kt5	B×Kt

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

KING'S KNIGHT'S GAMBITS DECLINED—*Continued.*

4.	P-K4	P-KB4	P×QP	Kt-QB3!	Kt-B3	Kt-K5	B-B4	B-Kt3	Kt-B4	Q-K2=
	P-K4	P-Q4!	Q×P	Q-K3	P-K5	Kt-KR3	Q-K2	P-KB3	B-K3	
5.	,, ,,	,, ,,	,, ,,	B-Kt5ch	P×P	B-B4	P-Q4	Kt-K2	B-Kt3	Kt-B3*
			P-K5	P-QB3	P×P	Kt-KB3	QKt-Q2	Kt-Kt3	B-R3	B-Kt5
6.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	B×Ktch	P-Q4!	Kt-K2	QKt-B3	0-0*
					Kt×P	P×B	Kt-B3	B-R3	B-Kt5	0-0
7.	,, ,,	,, ,,	,, ,,	Kt-KB3	P-Q4	Kt-B3	K-B2	P×B	B-Q3	R-Ksq=
			P×P	Q×P	P-KKt4	B-QKt5	B×Kt	Kt-K2	QKt-B3	B-K3
8.	,, ,,	,, ,,	P-Q3	Q-Kt4	Kt-QB3	Q-R5	P-KR4	Kt-Q5	Q-Kt5	B×P A
		Q-B3	P×P	B-Q3	Kt-KR3	P-KKt4	P-Kt5	Q-Kt3	P-QB3	B×B

37. THE KING'S BISHOP'S GAMBIT.

1.	,, ,,	,, ,,	B-B4	K-Bsq	Kt-QB3	P-Q4	P-KKt3	K-Kt2	P×P	Q×P A
		P×P	Q-R5ch	P-KKt4	B-Kt2	Kt-K2	P×P	P-Kt5!	Q-B3	P-Q4
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Kt-B3	P-KR4	K-Ktsq	Kt-Ksq! A
							Q-R4	P-KR3	P-Kt5!	P-B6
3.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Kt-B3	P-KR4	P-K5	Kt-Q5 A
						P-Q3	Q-R4	P-KR3	QP×P	K-Qsq
4.	,, ,,	,, ,,	,, ,,	,, ,,	Kt-KB3	P-KR4	P-Q4	Kt-B3	P-K5!	Kt×KP A
					Q-R4	B-Kt2	P-KR3	P-Q3	QP×P	Q×Qch
5.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Q-Ksq!	P-K5	Kt×P	Kt×P	B×B*
				Kt-KB3		P-Q3	P×P	B-K3	Q×Kt	Q-K2

A—For continuation, see Appendix, page 63.

King's Bishop's Gambit—*Continued.*

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
6.	P-K4 / P-K4	P-KB4 / P×P	B-B4 / Q-R5ch	K-Bsq / Kt-QB3	Kt-KB3 / Q-R4	P-Q4 / P-KKt4	P-KR4 / B-Kt2	Kt-B3 / Kt×P	Kt×Kt / Q×Qch	Kt×Q= / B×Kt
7.	,, ,,	,, ,,	,, ,,	,, ,, / P-Q3	Q-B3! / P-KKt4	P-KKt3 / Q-Kt5	P-Q3 / B-R3	Q×Q / B×Q	P-KR4 / P×P	R×P* / B-K3
8.	,, ,,	,, ,,	,, ,, / P-Q4!	B×P / Q-R5ch	K-Bsq / P-KKt4	Kt-QB3 / B-Kt2	P-Q4 / Kt-K2	Kt-KB3 / Q-R4	P-KR4 / P-KR3	P-K5 A / 0-0
9.	,, ,,	,, ,,	,, ,,	P×P? / Q-R5ch	K-Bsq / B-Q3!	P-Q4 / Kt-K2	B-Kt3 / P-KKt4	P-B4 / P-QB3	Kt-QB3 / B-KB4	Kt-B3 / Q-R4*
10.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Kt-KB3 / Q-R4	Kt-B3 / Kt-K2	P-Q4 / B-KKt5	K-Ktsq / Kt-Q2	B-Kt3 / 0-0*
11.	,, ,,	,, ,,	,, ,, / P-KB4	Q-K2! / Q-R5ch	K-Qsq / P×P	Q×Pch / B-K2	P-Q4 / Kt-KB3	Q×BP / Q×Q	B×Q / P-Q4	B-Q3= / B-Kt5ch
12.	,, ,,	,, ,,	,, ,,	P-K5 / P-Q4	P×Pe.p. / B×P	Kt-KB3 / Q-B3	0-0 / Kt-B3	P-Q4 / P-KKt4	R-Ksqch / Kt-K2	Kt-B3 / B-Q2*
13.	,, ,,	,, ,,	,, ,,	P×P / Q-R5ch	K-Bsq / P-B6	P-Q4 / P×Pch	K×P / Kt-KB3	Q-K2ch / K-Qsq	B-K3 / Kt-B3	P-B3 / P-Q4*
14.	,, ,,	,, ,,	,, ,, / Kt-KB3	Kt-QB3 / B-Kt5	P-K5 / P-Q4	B-Kt5ch / P-B3	P×Kt / P×B	Q-K2ch / B-K3	Q×Pch / Kt-B3	Kt-B3* / Q×P
15.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P×Kt / P×B	P×P / R-Ktsq	Q-K2ch / B-K3	Kt-B3 / Kt-B3	P-QKt3= / B×Kt

A—For continuation, see Appendix, page 63.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
	KING'S BISHOP'S GAMBIT—*Continued.*									
16.	P-K4	P-KB4	B-B4	Kt-QB3	K-Bsq	Kt×P	Kt-KB3	B×Kt	K-B2	R-Ksq*
	P-K4	P×P	P-KB4	Q-R5ch	P×P	P-B3	Q-K2	R×B	P-KR3	K-Qsq

38. THE KING'S BISHOP'S GAMBIT, LIMITED.

1.	,, ,,	,, ,,	B-K2	P×P	K-Bsq	Kt-KB3	P-Q4	Kt-B3	B-Q3	Kt-K2
			P-KB4	Q-R5ch	P-Q4	Q-B3	B-Q3	P-B3	B×P	B×B*
2.	,, ,,	,, ,,	,, ,,	P-K5	Kt-KB3	P-Q4	0-0	B×P	Q-K2	B×P
				P-Q3!	P-KKt4	P-Kt5	P×Kt	Kt-K2	K-B2	B-Kt2*
3.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-KR4	Kt-Kt5			
						P-Kt5	P×P*			
4.	,, ,,	,, ,,	,, ,,	Kt-QB3	Kt×P	Kt-B2	P-Q4	P-B4	Kt-B3	0-0
			P-Q4	P×P	P-KB4	B-Q3	Kt-KB3	P-B3	0-0	Kt-K5*

BISHOP'S GAMBIT DECLINED (See KKt's Gambits Declined, page 42).

39. THE GRECO COUNTER GAMBIT.

1.	,, ,,	Kt-KB3	Kt×P!	P-Q4	Kt-B4	Kt-B3	Kt×KP	Q-K2	QKt-Q6ch	Kt-B7*
		P-KB4	Q-B3	P-Q3	P×P	P-B3	Q-K3	P-Q4	K-Q2	
2.	,, ,,	,, ,,	,, ,,	Kt×Kt	P-K5	P-QB3	P-Q4	B-B4	P-B4	0-0*
			Kt-QB3	QP×Kt	B-B4	Kt-K2	B-Kt3	Kt-Kt3	Q-K2	B-K3
3.	,, ,,	,, ,,	,, ,,	P-Q4	Kt×Kt	P-K5	B-QB4	P-Q5	0-0	Q×P*
				Kt-B3	QP×Kt	Kt-K5	P-B4	P-B3	P×P	Q×Q
4.	,, ,,	,, ,,	,, ,,	Q-R5ch	Kt×KtP	B-K2	Q-R3	Q×R	R-Bsq*	
			Q-K2	P-KKt3	Q×Pch	Kt-KB3	P×Kt	Q×KtP		

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
	GRECO COUNTER GAMBIT—*Continued.*									
5.	P-K4 / P-K4	Kt-KB3 / P-KB4	P×P? / P-Q3	P-Q4 / P-K5	Kt-Kt5 / B×P	Q-K2 / P-Q4	Q-Kt5ch / Kt-B3	Q×KtP / Kt×P	B-Kt5ch / Kt×B	Q×Ktch= / B-Q2
	40. THE CALABRAIS COUNTER GAMBIT.									
1.	„ „	B-B4 / P-KB4	P-Q3! / Kt-KB3	P-B4! / P-Q3	Kt-KB3 / P×KP	QP×P / B-Kt5	P×P / B×Kt	Q×B / P×P	Q-QKt3 / Q-Bsq	B-KKt5* / B-K2
2.	„ „	„ „	„ „	Kt-KB3 / P-B3!	0-0 / Q-B2	Kt-Kt5 / B-B4	K-Rsq / P-KR3	Kt-B7 / R-Bsq	P-B4 / P-Q3	P×KP / QP×P*
3.	„ „	„ „	„ „	P-B4 / P×BP	B×P! / P×P	P×P / Q-K2	P-K5 / P-Q3	Q-K2 / P×P	B×P / P-B3	Kt-KB3* / Kt-Q2
4.	„ „	„ „	„ „	„ „ / P-Q4	P×QP / P×P	Q-K2ch / B-K2	Kt-QB3 / QKt-Q2	B×P / Kt-Kt3	0-0-0 / QKt×P	Kt×Kt* / Kt×Kt
5.	„ „	„ „	P-Q4 / KP×P!	Q×P / Kt-QB3	Q-K3 / P×P	Q×Pch / Q-K2	Kt-QB3 / Kt-B3	Q-K3 / Kt-Q5	B-Q3 / P-Q4	KKt-K2= / Q×Q
	41. THE EVANS GAMBIT.									
1.	P-K4 / P-K4	Kt-KB3 / Kt-QB3	B-B4 / B-B4	P-QKt4 / B×P	P-B3 / B-R4	0-0 / P-Q3	P-Q4 / P×P	P×P / Kt-KB3	P-K5 / P×P	Q-Kt3* / Q-Q2
2.	„ „	„ „	„ „	„ „	„ „	„ „	„ „	Q-Kt3 / Q-B3	P×P / B-Kt3	P-K5* / P×P
3.	„ „	„ „	„ „	„ „	„ „	P-Q4 / P×P	0-0 / Kt-KB3	P-K5 / P-Q4	B-QKt5 / Kt-K5	B-R3 / B-Q2*

Evans Gambit—*Continued.*

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
4.	P-K4 / P-K4	Kt-KB3 / Kt-QB3	B-B4 / B-B4	P-QKt4 / B×P	P-B3 / B-R4	P-Q4 / P×P	0-0 / Kt-KB3	B-R3 / P-Q3	P-K5 / P-Q4	B-Kt5* / Kt-K5
5.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / P×P	Q-Kt3 / Q-B3	P-K5 / Q-Kt3	Kt×P A / B×Kt
6.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	B-KKt5 / Q-Kt3	Kt×P A / B×Kt
7.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-K5 / Q-Kt3	Kt×P A / K-Kt-K2
8.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, A / P-Kt4!
9.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	0-0 / Kt-B3	P-Q4 / 0-0!	P×P / Kt×KP	B-Q5 / Kt×QBP	Kt×Kt A / B×Kt
10.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Kt×P / Kt×KP	B-Q5 / Kt×Kt	B×Kt* / Kt-Kt3
11.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Kt×BP / R×Kt	B×Rch A / K×B
12.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Kt×Kt?	P×Kt / Kt×P	Q-Q5 A / B×P
13.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / B-B4	0-0 / P-Q3	P-Q4 / P×P	P×P / B-Kt3	Kt-B3 / B-Kt5	B-QKt5* / K-Bsq

A—For continuation, see Appendix, pp. 63-4.

Evans Gambit—*Continued.*

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
14.	P-K4 / P-K4	Kt-KB3 / Kt-QB3	B-B4 / B-B4	P-QKt4 / B×P	P-B3 / B-B4	0-0 / P-Q3	P-Q4 / P×P	P×P / B-Kt3	Kt-B3 / Kt-R4	B-KKt5 A / P-KB3
15.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-Q5! / Kt-R4!	B-Kt2 A / Kt-K2!
16.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-Q4 / P×P	P×P / B-Kt3	0-0 / P-Q3!	P-QR4 / B-Kt5	B-QKt5 A / B×Kt
17.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Kt-B3?	P-K5 / Kt-KKtsq	P-Q5 A / Kt-R4
18.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	0-0 / P-Q3	P×P / B-Kt3	B-R3 / Kt-R4	B-Q3 / Kt-K2*
19.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Kt-B3 / B-Kt5	Q-R4 A / B-Q2
20.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / B-Q3	P-Q4 / Kt-B3	0-0 / P-KR3!	Kt×P / B×Kt	P×B / QKt×P	B-Kt3 A / P-Q3
21.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Kt×Kt	P×Kt / B×P	P-B4 A / B-Q3
22.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-Q4 / Q-K2	0-0 / Kt-B3	R-Ksq! / P-KR3	B-Kt2 / Kt-R4	QKt-Q2* / P-KKt4
23.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / B-K2	P-Q4 / P-Q3	Q-Kt3 / Kt-R4	B×Pch / K-Bsq	Q-R4 / K×B	Q×Kt*

A—For continuation, see Appendix, pp. 61-5.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

EVANS GAMBIT—*Continued.*

24.	P-K4 / P-K4	Kt-KB3 / Kt-QB3	B-B4 / B-B4	P-QKt4 / B×P	P-B3 / B-K2	P-Q4 / P×P	P×P / B-Kt5ch	K-Bsq / Kt-B3	P-QR3 / B-R4	P-Q5* / Kt-K2
25.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Q-Kt3 / Kt-R3	P-Q4 / Kt-R4	Q-R4 / Kt×B	Q×Kt / Kt-Kt5	P-KR3* / Kt-B3

42. EVANS GAMBIT DECLINED.

1.	,, ,,	,, ,,	,, ,,	P-QKt4 / P-Q4	P×P! / Kt×P	Kt×P / Kt×P	B-Kt5ch / P-B3	Kt×QBP / Q-Kt3	Q-K2ch / K-Bsq	Kt-Kt4=
2.	,, ,,	,, ,,	,, ,,	,, ,, / B-Kt3!	P-Kt5 / Kt-R4	Kt×P / Q-Kt4!	B×Pch / K-Bsq!	B×Kt / Q×Kt	B-Q5 / P-B3	Q-B3ch= / K-Ktsq
3.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Kt-R3	P-Q4 / P-Q3	B×Kt / P×Kt	B×KtP / Q×P	Q×Q= / B×Q
4.	,, ,,	,, ,,	,, ,,	,, ,,	0–0 / P-Q3	P-QR4 / P-QR3	P-R5 / B-R2	P-Kt5 / P×P	B×KtP / KKt-K2	P-Q4= / P×P
5.	,, ,,	,, ,,	,, ,,	,, ,,	P-QR4 / P-QR3	P-B3 / P-Q3	Q-Kt3 / Q-K2	P-Q3 / Kt-B3	B-Kt5 / P-KR3	B-R4= / Kt-Qsq

43. THE QUEEN'S PAWN COUNTER GAMBIT. (See Irr. Def. in KKt Opening, Var. 1 and 2, page 27.)
44. THE LOPEZ COUNTER GAMBIT. (See Philidor's Defence, Var. 11 to 15, page 13.)
45. McDONNELL'S DOUBLE GAMBIT. (See King's Bishop's Opening, Var. 17 to 19, page 29.)
46. THE LOPEZ GAMBIT. (See King's Bishop's Opening, Var. 15, page 29.)

47. THE JEROME GAMBIT.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.	P-K4 / P-K4	Kt-KB3 / Kt-QB3	B-B4 / B-B4	B×Pch / K×B	Kt×Pch / Kt×Kt!	Q-R5ch / K-K3!	Q-B5ch / K-Q3	P-KB4 / Q-B3	P×Ktch / Q×P	Q-B3 A / Kt-B3
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-KB4 / P-Q3	Q-R3ch / K-K2	P-B5 / Kt-KB3	P-Q3 / R-Ksq*
3.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	0-0 / P-Q3	Kt-B3 / Kt-KB3	Q-Qsq / Kt-Q6	P×Kt A / K-B2
4.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-Q4 / B×P	Q×B / Q-B3	Q-Qsq / P-Q3	0-0 / P-KKt3	P-KB4 / Kt-B3*
5.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / K-Bsq?	Kt×Kt / QP×Kt	0-0 / Kt-B3	Q-B3 / Q-Q5	P-Q3 / B-KKt5	Q-Kt3 A / B-Q3

48. THE CENTRE GAMBIT.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.	,, ,,	P-Q4 / P×P	Kt-KB3 / B-Kt5ch!	B-Q2 / Q-K2	B-Q3 / Kt-QB3	0-0 / B×B	QKt×B / P-Q3	B-Kt5 / B-Q2	B×Kt / B×B	Kt×P= / Kt-R3
2.	,, ,,	,, ,,	B-QB4 / Kt-KB3!	P-K5 / P-Q4	B-Kt5ch / B-Q2	B×Bch / KKt×B	Q×P / Kt-QB3	Q×P / KKt×P	Q×Q / R×Q	B-Q2= / B-Q3
3.	,, ,,	,, ,,	,, ,, / B-Kt5ch	P-B3 / P×P	P×P / Q-B3	P×B! / Q×R	Q-Kt3 / P-Q4	B×P / B-K3	B×B / P×B	Q×Pch A / Kt-K2

A—For continuation, see Appendix, page 65.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
	CENTRE GAMBIT—*Continued.*									
4.	P–K4 / P–K4	P–Q4 / P×P	Q×P / Kt–QB3	Q–K3 / Kt–B3	P–K5 / Kt–Q4	Q–K4 / KKt–K2	Kt–QB3 / Kt–Kt3	P–B4 / B–Kt5	B–Q2 / 0–0	0–0–0 A / P–B4
5.	,, ,,	,, ,,	,, ,,	,, ,,	B–K2 / B–Kt5ch	B–Q2 / 0–0	Kt–QB3 / P–Q4	P×P / B×Kt	B×B / Kt×P	Q–Q2= / B–K3
6.	,, ,,	,, ,,	,, ,,	,, ,, / B–Kt5ch	P–B3 / B–R4	Q–Kt3 / Q–B3	P–KB4 / P–Q3	B–Q3 / B–Kt3	Kt–B3 / KKt–K2	QKt–Q2 A / B–Q2
7.	,, ,,	,, ,,	,, ,,	,, ,, / P–KKt3	B–Q2 / B–Kt2	Kt–QB3 / P–Q3	P–B4 / KKt–K2	0–0–0 / B–K3	Kt–B3 / Q–Q2	Kt–Q5= / 0–0–0
8.	,, ,,	,, ,,	,, ,,	Q–B4? / P–QKt4	Q×P / R–Ktsq	Q–K2 / Kt–B3	Kt–KB3 / B–B4	Kt–B3 / 0–0	Q–B4 / P–Q3	Q–R4 / B–Q2*
9.	,, ,,	,, ,,	,, ,,	,, ,,	Q–Kt3 / Kt–B3	B–Kt5 / P–KR3	B×Kt / Q×B	Kt–KB3 / P–R3	B–K2 / B–B4	0–0 / P–Q3*
10.	,, ,,	,, ,,	,, ,, / Q–B3	Q–K3 / Kt–B3	Kt–QB3 / Kt–Q5	B–Q3 / B–B4	Q–Kt3 / Kt–K2	B–KB4 / Kt–K3	B–K3 / B×B	Q×B= / Kt–B5
11.	,, ,,	,, ,,	P–QB3 / P×P	B–QB4 / P–B7!	Q×P / B–Kt5ch	Kt–B3 / Kt–QB3	B–K3 / Kt–B3	KKt–K2 / 0–0	0–0 / P–Q3	QR–Qsq / Kt–Kt5*
	49. THE DANISH GAMBIT.									
1.	,, ,,	,, ,,	P–QB3 / P×P	B–QB4 / P×P	QB×P / Kt–KB3	P–K5? / B–Kt5ch	Kt–B3 / Q–K2	Kt–K2 / Kt–K5	0–0 / Kt×Kt	Kt×Kt / B×Kt*

A—For continuation, see Appendix, page 65.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
				DANISH GAMBIT—*Continued.*						
2.	P-K4	P-Q4	P-QB3	B QB4	QB×P	P-K5?	K-Bsq	P×Kt	Q-R4ch	P×P A
	P-K4	P×P	P×P	P×P	Kt KB3	B-Kt5ch	P-Q4	P×B	Kt-B3	R-KKtsq
3.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Kt-QB3!	KKt-K2	0-0	Kt×Kt	B×B A
						B-Kt5	Kt×P	Kt×Kt	B×Kt	Q-Kt4
4.	,, ,,	,, ,,	,, ,,	,, ,,	Kt×P	B×Pch	Q-Kt3ch	Q×B	Kt-KB3	0-0
				Kt-KB3!	B-Kt5	K×B	P-Q4	Kt×P	R-Bsq	P-B3*
5.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	KKt-K2	P-K5	P×Kt	0-0	
						0-0	P-Q4!	P×B	Q×P*	
6.	,, ,,	,, ,,	,, ,,	,, ,,	P-K5?	Kt×P	Q×Qch	P×Kt	B-B4	0-0-0ch
					P-Q4	P×B	K×Q	P×P	B-KB4	B-Q6*
7.	,, ,,	,, ,,	,, ,,	,, ,,	Kt×P	Q-Kt3	P×B	P-K5	B-Q3	Q-B2
				B-Kt5	Kt-KB3!	B×Ktch	0-0	P-Q	Kt-K5	P-KB4*

50. THE CENTRE COUNTER GAMBIT.

1.	P-K4	P×P	Kt-QB3	B-K2	Kt-B3	P-Q4	Kt-K4	0-0	P-B4	Kt-Kt3*
	P-Q4	Q×P	Q-K4ch	P-QB3	Q-B2	P-K3	B-K2	Kt-Q2	KKt-B3	0-0
2.	,, ,,	,, ,,	,, ,,	P-Q4	B-Q3	B-K3	Kt-B3	0-0	Q-K2	QR-Qsq*
			Q-Qsq	Kt-KB3	Kt-B3	P-K3	B-Q3	0-0	Kt-K2	
3.†	,, ,,	,, ,,	,, ,,	P-Q4	P×P	B-K2	Kt-B3	P×B	B-Q2	R-QKtsq A
			Q-QR4	P-K4!	Q×Pch	B-Qkt5!	B×Ktch	Q×Pch	Q-B4	Kt-QB3

A—For continuation, see Appendix, page 65.
† Morphy *v.* Anderssen, 7th game of match.

51. THE HAMPE-ALLGAIER-THOROLD GAMBIT.

	1.	2.	3.	4.	5.	6.	7.	8.
1.	P–K4 / P–K4	QKt–B3 / QKt–B3	P–B4 / P×P	Kt–B3 / P–KKt4	P–KR4 / P–Kt5	Kt–Kt5 / P–KR3	Kt×BP / K×Kt	P–Q4 / P–Q4!

	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.
1.	P×P / Q–K2ch	B–K2 / P–B6	P×P / P×P	0–0 / Q×RP	R×Pch / Kt–B3	B–B4 / R–Ktsqch	K–Bsq / B–R5ch	R×B! / Q×Bch	K–Ksq / Q–Kt5ch	K–Q2 / Q–B5ch**
2.	,, ,,	,, ,,	,, ,,	,, ,,	B×BP / Kt–B3	B–R5ch / K–Kt2	P×Kt / B–Q3	R–B2 / Q×B*		
3.	,, ,,	K–B2 / P–Kt6ch	K–Ktsq / Kt×P	Q×Kt / Q–B4	Kt–K2 / B–Kt5	P–B3 / B×Kt	B×B / Q×Q	P×Q / B–Q3*		
4.	Kt×P / B–K3	B–B4 / B–Kt2	P–B3 / Kt–R4*							
5.	B×P / P×P	B–B4ch / K–Kt3!	P–Q5 / Kt–R4	B–K2 / Kt–B3	0–0 / B–B4ch	K–Rsq / B–Q3*				
6.	,, ,,	,, ,,	0–0 / Kt–B3!	B–K5 / B–Kt2	Q–K2 / R–Bsq	Kt×P / Kt×B*				
7.	,, ,,	Kt×P / Kt–B3!	B–B4ch / K–Kt3!	B–Q3 / K–Kt2	Q–Q2 / B–K2	0–0–0 / Q×P*				

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

HAMPE-ALLGAIER-THOROLD GAMBIT—*Continued.*

8.	P–K4 / P–K4	QKt–B3 / QKt–B3	P–B4 / P×P	Kt–B3 / P–KKt4	P–KR4 / P–Kt5	Kt–Kt5 / Kt–K4	P–Q4 / P–KR3	B×P / Kt–Kt3	Kt×P / K×Kt	B–B4ch A / P–Q4
9.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / P–Q3	B–B4 / Kt–K4	B–Kt3 / P–KR3	P–Q4 / P×Kt	P×Kt / QP×P*
10.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / P–KR3	Kt×P / K×Kt	P–Q4 / P–Q3	B×P / B–Kt2	B–B4ch A / K–Kt3

52. THE STEINITZ GAMBIT.

1.	,, ,,	,, ,,	P–B4 / P×P	P–Q4 / Q–R5ch	K–K2 / P–Q4	P×P / B–Kt5ch	Kt–B3 / 0–0–0	P×Kt / B–QB4	P×Pch / K–Ktsq	Kt–Kt5 A / Kt–B3
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / B×Ktch	P×B / QKt–K2	Q–Q3 / 0–0–0	Q–K4 A / R–Ksq
3.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	K×B / Q–R4ch	K–B2! / Q×Q	Kt×Q A / Kt×P
4.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Q–K2ch	K–B2 / Q–R5ch	P–KKt3 / P×Pch	K–Kt2 / B–Q3	P×Kt A / P×RP
5.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Q–K2ch A / QKt–K2
6.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Q–KsqchA / QKt–K2

A—For continuation, see Appendix, pp. 65-6.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

53. THE FYFE GAMBIT.

1.	P-K4	QKt-B3	P-Q4	P-B4	Kt-B3	P-B5	B-KKt5	P-QR3	P×B	B-Kt5
	P-K4	QKt-B3	Kt×P	B-Kt5	Kt-QB3	Kt-B3	P-Q3	B×Kt	P-QKt3	B-Kt2*
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P-QKt4	Kt-Q5 A
								B-R4	B-Kt3	Kt-Q5
3.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	P×B	Q×Kt	B×P	R-Qsq	B-Q3
					B×Ktch	Kt×Kt	P×P	P-Q3	Q-K2	P-KR3*

54. THE PIERCE GAMBIT. (See Hampe-Allgaier, Variation 8, page 54.)

55. THE QUEEN'S GAMBIT.

1.	P-Q4	P-QB4	P-K3	B×P	P×P	Kt-KB3	0-0	P-KR3	Kt-B3	B-K3 A
	P-Q4	P×P	P-K4	P×P	Kt-KB3	B-Q3	0-0	Kt-B3	P-KR3	Kt-K2
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Kt-B3	0-0	B-K3	B-K2! A
						B-Kt5ch	0-0	B-Kt5	Kt-B3	Kt-Q4
3.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Kt-B3	P-KR3	B-K3	B-Kt3 A
						B-K2	0-0	QKt-Q2	Kt-Kt3	P-B3
4.	,, ,,	,, ,,	P-K4	P-Q5	B×P	Kt-QB3	Kt-B3	Kt-KKt5	Q-R4ch	Kt-Kt A
			,, ,,	P-KB4!	Kt-KB3	B-Q3	P×P	B-KB4	QKt-Q2	Q-K2
5.	,, ,,	,, ,,	Kt-KB3	P-K3	B×P	Kt-B3	0-0	P-K4	B-Kt3	P-K5=
			P-K3	Kt-KB3	B-K2	0-0	QKt-Q2	Kt-Kt3	P-B4	KKt-Q4

A—For continuation, see Appendix, page 66.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

56. QUEEN'S GAMBIT DECLINED.

1.	P-Q4	P-QB4	Kt-QB3	Kt-B3	B-B4	P-K3	P-QR3	KP×P	B×P	B-Q3=
	P-Q4	P-K3!	Kt-KB3	P-B4	P-QR3!	Kt-B3	P×QP	P×P	P-QKt4	B-Kt2
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	QP×P	P-QKt4	B×B A
							B-K2	B×P	B-Q3	Q×B
3.	,, ,,	,, ,,	,, ,,	B-Kt5	P-K3	Kt-B3	B-Q3	0-0	P×P	R-Bsq A
				B-K2	0-0	P-QKt3	B-Kt2	QKt-Q2	P×P	P-B4
4.	,, ,,	,, ,,	P-K3	Kt-QB3	Kt-B3	P-QR3	B-Q3	0-0	P-QKt3	BP×P=
			Kt-KB3	P-B4	Kt-B3	B-K2	0-0	P-Qkt3	B-Kt2	KP×P

57. THE BLACKMAR GAMBITS: No. 1.

1.	P-Q4	P-K4	P-KB3	Kt×P	P-B3	B-QB4	0-0	QKt-Q2	Kt-K5	QKt-B3 A
	P-Q4	P×P	P×P?	B-B4	P-K3	B-K2	Kt-KB3	P-B3	B-Kt3	QKt-Q2
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	B-K2	Kt×P	R×B	P-KKt3	0-0 A
						P-K4	B×Kt	Q-R5ch	Q-K5	Q×R
3.	,, ,,	,, ,,	,, ,,	,, ,,	B-Q3	P-B3	0-0	QKt-Q2	Kt-Kt5	R×Kt A
				P-K3	Kt-KB3	B-Q3	Kt-B3	0-0	P-KR3	Q×R
4.	,, ,,	,, ,,	,, ,,	,, ,,	P-B3	Q-R4ch	Q-Kt3	Kt-Kt5	B-QB4	R-Bsq*
				B-Kt5	P-K4	B-Q2	P-K5	Q-B3	Kt-KR3	
5.	,, ,,	,, ,,	,, ,,	B-KKt5	Kt-QB3	Kt×P	B-QB4	0-0	Kt-K2	B-R4
			Kt-KB3!	B-B4	P×P	P-K3	Kt-B3	B-K2	P-KR3	0-0*

A—For continuation, see Appendix, page 66.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.	P-Q4 / P-KB4	P-K4 / P×P	P-KB3 / P×P?	Kt×P / Kt-KB3	B-Q3 / P-K3	Kt-Kt5 / P-KKt3	Kt×RP / R×Kt	B×Pch / R-B2	B-Kt5 / B-K2	0-0 A / K-Bsq
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / P-Q3	P-KR3 / Kt-B3	Kt-Kt5 / P-K4	Kt×RP / P-K5	B×P / Kt×B	Q-R5ch A / K-K2
3.	,, ,,	,, ,,	,, ,, / Kt-KB3!	B-KKt5 / P-Q4	Kt-B3 / B-B4	Q-Q2 / P-B3	0-0-0 / QKt-Q2	P×P / Kt×P	Kt×Kt / B×Kt	Kt-R3 / Kt-B3*

59. FROM'S GAMBIT.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.	P-KB4 / P-K4	P×P / P-Q3	P×P / B×P	Kt-KB3 / Kt-KR3	P-Q4 / Kt-Kt5	B-Kt5 / P-KB3	B-R4 / P-KKt4	P-KR3 / Kt-K6	Q-Q3 / B-B5	P-KKt4 A / Kt-B3
2.	,, ,,	,, ,,	,, ,,	,, ,,	P-Q3 / Kt-Kt5	P-B3 / Kt-QB3	Q-R4 / 0-0	B-Kt5 / Q-Ksq	Kt-R3 / P-QR3	Kt-B4 A / B-QB4
3.	,, ,,	,, ,,	Kt-KB3 / B-Kt5	P-Q4 / Kt-QB3	B-B4 / P-B3	P×BP / Kt×P	P-B3 / P-Q4	QKt-Q2 / B-Q3	B×B / Q×B	P-KKt3* / 0-0
4.	,, ,,	P-K4	(See King's Knight's Gambits, pp. 35 to 43.)							

A—For continuation, see Appendix, page 66.

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.

[ADDENDA.]

60. ROSENTRETER'S GAMBIT.

1.	P-K4 / P-K4	P-KB4 / P×P	Kt-KB3 / P-KKt4	P-Q4 / P-Kt5	Kt-K5 / Q-R5ch	P-KKt3 / P×P	Q×P / P-Kt7d.c.	Q×Q / P×R(queens)	B-K3 / B-K2	Q-B4 A / Kt-KB3
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Q-R5 / Q×Pch	B-K2 A / B-K2
3.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	QKt-B3 / Kt-QB3	Q-R5 A / Kt×Kt
4.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	Kt-Q5 A / B-K2
5.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Q×Q	Kt×Q / P-Q4	Kt-K3 / P×KP	P×P A / Kt-QB3

61. QUAADE'S GAMBIT.

1.	,, ,,	,, ,,	,, ,,	Kt-QB3 / P-Kt5	Kt-K5 / Q-R5ch	P-KKt3 / P×P	Q×P / P-Kt7d.c.	Q×Q / P×R(queens)	Q-R5 / B-Q3	Q×BPch A / K-Qsq
2.	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,,	,, ,, / Q×Q	Kt×Q / P-Q4	B-R3 / P×KP	Kt-B6ch A / K-Qsq

A—For continuation, see Appendix, page 67.

APPENDIX.

GIUOCO PIANO. Var. 1. 11. 0-0 / 0-0 12. QR-Ksq= / P-QB3 Var. 2. 11. P-Q4 / Kt-Kt3 12. K-Ktsq / 0-0 Var. 3. 11. K-Bsq! / P×B 12. P×B / B-R3ch*

Var. 4. 11. B-K3 / 0-0 12. 0-0-0 / P-QR3 Var. 5. 11. K×B* Var. 6. 11. P-KR3 / P-QKt3* Var. 7. 11. Q-KR5 / Q-R5 12. Q×Q= / Kt×Q

Var. 8. 11. P-Q4 / P×P 12. P×P / B-Kt5ch Var. 9. 11. Kt×Q / B KKt5 Var. 10. 11. QB×Kt / P×B 12. P-QKt4 / B-Q2 13. Kt-Q2 / 0-0-0

Var. 11. 11. P×B / Q×Q 12. P×Q / Kt-B2 13. B-B4ch / K-K2 Var. 12. 11. B-B4 / P-KKt4 12. B×B / P×B 13. P-KR3 / B-K3 14. Q×KtP / R-KKtsq 15. Q-R6ch / K-K2

RUY LOPEZ. Var. 4. 11. P-Q4 / Kt-KKt3 12. P×B / P-QB3 13. P-QB4 Var. 16. 11. P×Kt= / Q-Kt3ch Var. 20. 11. R-Ksq / Kt-K3

12. Kt-B5= / B-Kt4 Var. 27. 11. P-KB4*

TWO KNIGHTS' DEFENCE. Var. 2. 11. B-Kt5 / B-K2! 12. B×B / K×B 13. Q-Bsq* (or) 9. Kt×Kt / B-K3

10. B-Kt5 / B-QKt5 11. P-B3 / P×P 12. P×P / B-R4 (or) 8. Kt-B3 / Q-Qsq 9. R×Ktch / B-K2 10. Kt×P / P-KB4 11. R-B4 / 0-0 12. Kt×Kt / Q×Qch 13. Kt×Q= / P×Kt

Var. 4. 11. B-Kt3 dis ch / B-K2 12. B-R6 / P-Q3 13. Q-K2* Var. 5. 11. P-KB4! / B-Q3 12. P-Q4 / 0-0 13. P-B3 / P-B4 14. Kt-R3 / P-R3 15. Kt-B2*

(or) 13. 0-0 / P-B4 14. P-B3 / R-Ktsq 15. P-QKt3 / Kt-B3 16. Kt×Kt= / Q×Kt (or) 14. P-B3 / R-Qsq 15. B-K3 / P×P 16. P×P / Kt-Q4 17. Q-Bsq / Q-Kt3 18. Kt-QB3 / Kt×B

19. Q×Kt / B×Kt 20. P×BP= / Q×P Var. 6. 11. Kt-R2 / P-QKt4 12. Kt-QB3 / P×P 13. Q×BP / Q-Q3!* Var. 7. 11. B-R4 / P-Kt4 12. B-KKt3 / B-Kt2

14. 0-0-0 / R-Bsq 15. Q-K4* Var. 8. 11. Q-B4ch / K-Ktsq 12. QKt-B3* / Kt-B4 Var. 9. 11. Kt×R / P×P dis ch 12. K-Bsq / Kt-Q5 13. Kt-B3 / B-QB4 14. Q×P / P-B3

APPENDIX.

PETROFF'S DEFENCE.

Var. 1. 10. ,, ,, 11. B×BP 12. B-Q-Kt5 13. P-B4= (or) 11. B-K4 12. Q-K2 13. Q×P 14. B×B 15. P-QR4*
P×P 0-0 Q-Q4 Q-KB4 Q-Q3 0-0 B×Kt Kt-Qsq

Var. 2. 11. Kt-B3 12. Kt×B 13. B-B2 14. B-Kt3= Var. 3. 11. B×BP Q×B= Var. 4. 11. QKt-Q2
P-B4 Q×Kt K-Rsq Q-Q3 B×B 0-0 B-B3

12. Kt-K5 13. QKt-B3= Var. 5. 11. Kt-B3 12. Q-R4ch 13. Q×Kt* Var. 6. 11. QKt-Q2 12. KR-Ksq=
Kt-K2 P-B3 Kt×B B-Q2 Kt-Q2 P-QB4

Var. 7. 11. Q×Kt Var. 8. 11. P×P 12. B-QKt5 13. Q×Q 14. Kt×Pch** Var. 9. 11. B-Kt5ch
Q-K2* Q-QB3 Q-KKt3 P×Q P-B3

12. Kt×Ktch 13. B×Pch 14. B-Q2* (or) 11. B-Kt5ch 12. Kt×Kt 13. P×P 14. B-Q2* Var. 17. 11. P×P
P×Kt K-Qsq K-Qsq P×Kt P×P QP×P

12. B-K3* Var. 18. 11. Q-R5ch 12. Kt-B3 (or) 12. Kt-Kt6 13. Q-R3 14. P×Q 15. P×B Var. 20. 11. K-Qsq
K-Qsq Q-Ksq* Q-Ksq Q×Kt B×Q P×P* Q-R5

12. Kt-Q2= Var. 22. 11. Q-B8ch 12. Q×R
Q-R4ch K-K2 Kt-Kt6ch*

FOUR KNIGHTS' GAME. Var. 1. 11. Kt-B3 12. Q×Kt 13. P-Q4 14. P-R5 Var. 2. 11. B-KR6*
Kt×Ktch B-QB4 B-Kt3 B×QP*

Var. 4. 11. P-KB4 12. Kt×Ktch 13. P×R Var. 6. 11. Kt-B5 12. Q×P 13. B-Q3 14. B×Kt 15. Q-B4
R×B Q×Kt Q×P* 0-0 R-Ksq Q-B3 R-K4 P-Q4

16. B×P= Var. 7. 11. B-Q3 12. P-KR4* Var. 11. 11. B-Kt5 12. Q-Q3 13. B-R4 14. P-QB4 15. QR-Qsq*
Q×Kt 0-0 P-R3 K-Q2 R-Ksq K-Bsq

(or) 11. B-Kt5 12. P-KKt4 13. Q-Q2 14. P-QB4 15. Kt-B6ch 16. QR-Bsq 17. P-QR4 18. Q-Q3 19. Q-KR3
B-Q3 Q-Q4 0-0 Q×BP K-Rsq! Q-Kt4 Q×RP P-KKt3 P-KR4

20. Kt×P*

APPENDIX.

FOUR KNIGHTS' GAME—*Continued.* **Var. 11.** (or) 10. P-Q4 / Q-Q4 11. B-Kt5 / K-Q2 12. Q-Q2 / R-Ksq 13. P-QKt3 / K-Bsq 14. P-QB4 / Q-Q2 15. QR-Qsq / B-KB4 16. P-B3 / B×Kt 17. P×B / B-Q3 18. B-B4* (or) 15. QR-Qsq / B-K2 16. B×B / R×B 17. Kt-B5* (or) 12. Q-Q2 / B-Q3 13. P-QKt3 / QR-Ksq 14. P-QB4 / Q-KB4 15. QR-Qsq* **Var. 12.** 6. Kt×Kt / Q-K2 7. 0-0 / Q×Kt 8. R-Ksq= / B-K2

QUEEN'S BISHOP'S PAWN GAME. Var. 2. 11. Q×KP / P-Q4 12. Q-B2 / B-Kt3* **Var. 5.** 11. Q-R5ch / K-Q2 12. B×Kt / P-KKt3 13. Q-Kt4ch / K-B3 14. Q-B4ch / K-Q2 15. B×P*

FRENCH DEFENCE. Var. 5. 11. Kt-B3 / P-B4 12. Kt-K3= / Kt-Kt3 **Var. 13.** 11. R-QBsq / B×P 12. Kt×B / Kt×Kt 13. R×Rch / B×R 14. Q-Bsq / B-Q2 15. Q-Kt2* **Var. 19.** 11. P-QR3 / Kt×Bch 12. P×Kt / B-Bsq 13. 0-0 / B-Kt2 14. P-Q4*

KING'S BISHOP'S OPENING. Var. 15. 11. B-K3 / Kt-K4 12. P-KR3 / B-B4 13. P-Q4 / B-Q6* **Var. 16.** 11. P×P e.p. / P×P 12. P-KR3 / B×Kt 13. Q×B= / 0-0-0

QUEEN'S FIANCHETTO DEFENCE. Var. 2. 3. B-Q3 / P-K3 4. Kt-QB3 / P-KKt3 5. B-K3 / B-Kt2 6. Q-Q2 / P-Q3 7. Kt-K2 / Kt-Q2 8. 0-0 / Kt-K2 9. P-B4 / 0-0 10. P-B5* / KP×P

APPENDIX.

SCOTCH GAMBIT. Var. 3. 11. K–Bsq R–K4 12. P–QB4 P×Pe.p.* Var. 5. 11. P×P* Var. 6. 11. B–R4 P–KKt4 12. B–Kt3 0–0–0

Q Q3* Var. 13. 11. P–KR3 Q–R4 12. R–Ksqch K–Qsq 13. P–QKt5* Var. 16. 11. K–Rsq P–Q3 12. P–B5 0–0 13. B–B4= B–Q2

Var. 17. 11. K–Rsq*

KING'S KNIGHT'S GAMBITS. Var. 6. 11. B×P Kt–Q2 12. R–Ksq Kt×B 13. R×Ktch Kt–K2*

Var. 7. 11. B×B P×P 12. R×B Kt–QB3 13. R–Ksq 0–0–0 14. Q–Kt4 R–Ksq 15. P–QKt3 Kt–B3* Var. 8. 11. B×Pch K–Rsq 12. Q–R5 Q–Kt4

13. Q–K2 B–Kt5*

SALVIO. Var. 3. 11. P–KR3 P×P 12. B×Kt B×B 13. Q×P B–Kt2 14. Kt–K2 KtQ2 15. Kt–B2 Kt–B3

16. Kt–B4= B–Q2

MUZIO. Var. 1. 11. QR–Ksq Q–KB4! 12. R–K4 0–0 13. QB×P B–Kt2 14. Q–K2 P–Q4 15. B×BP Q–Kt4 16. P–KR4 Q–Kt3

17. Kt×P Kt×Kt 18. B×Kt B–B4 19. QR–KB4 B–K3 20. B×B P×B* Var. 5. 11. P–Q4 Q–B3 12. 0–0 Q–Kt3 13. Q–R5 Kt–QR3 14. B×P B–Kt5

15. Q–R4 Kt–K2* Var. 6. 11. B×P B–B2 12. B–K5ch Kt–B3 13. Q–Kt5ch B–Kt3*

ALLGAIER. Var. 5. 11. 0–0 P–Kt6 12. P–KB4 P–KR4

13. B×Kt B KKt5 14. Q Q3 R×B 15. Q Kt3 K–Bsq 16. Q×QKtP Q×Pch* Var. 6. 11. Q–Q2 Kt–B3 12. Q–B4 B Q3 13. Kt–B3 Q–K2 14. Kt–Q5 B×B*

(or) 10. 0–0 Kt–KB3 11. Q–Q2 Kt–B3 12. Kt–B3 B–Q3 13. Kt–K2 B×B 14. R×B Kt–K4 15. Q–B3 Kt×B* Var. 7. 11. Q–R5ch K–K2 12. 0–0 Q–Q3*

(or) 9. P–Q4 Q–B3 10. Q–Q3 Kt–K2 11. Kt–B3 QKt–B3 12. P–K5 Q–Kt3 13. B–Kt4 B–B4 14. B×P R–Qsq 15. B×B Q×B 16. Q×Q Kt×Q*

APPENDIX.

KIESERITZKY. Var. 14. 11. K-Q2 P×P 12. Q×P B-Kt5 13. Q-B4 Kt-B3 14. Kt-B3 Kt×P 15. B×Kt B-Kt4 16. B×R B×Qch 17. Kt×B Q-Kt4 18. QKt-Q5* **CUNNINGHAM. Var. 2.** 11. Q-Q3 P-KB4 12. Q-B4 K-Rsq 13. Kt-K2* **Var. 3.** 11. B×KBP B×P 12. P-KKt3 B-K2* **Var. 6.** 11. P-Q4 K-Ktsq 12. B-Kt5 Kt×P 13. B×Q R×Rch 14. Q×R Kt-Kt6ch 15. K×P Kt×Qch* **Var. 7.** 11. Kt×KBP Q-K2 12. Kt×R Q×Pch 13. K×P B-Kt5 14. Kt-B3 Q-K3 15. Q-Q2 B-Kt4 16. Q-B2* **Var. 9.** 11. Kt×P P×Kt 12. Q×Pch K-Q2 13. Q-B5ch K-B3 14. Q-Q5ch= K-Q2

KING'S KNIGHT'S GAMBIT DECLINED. Var. 8. 11. Q×Q RP×Q 12. Kt×B= P-Q3

BISHOP'S GAMBIT. Var. 1. 11. P-K5 B×Q 12. P×Q B×P 13. Kt×P Kt×kt 14. B×Kt P-B3 15. B-K4 P-KR4 **Var. 2.** 11. B-K3! P-Q3 12. P×P P×P 13. Q×P Q-Kt3ch 14. Kt Kt2= **Var. 3.** 11. QP×P B-Q2 12. K-Ktsq Q-Kt3! 13. P×P P×P 14. R×R B×R 15. K-B2 Q-B4 16. B-Q3 Q-K3 17. P-B4 B×P 18. Kt×KtP* **Var. 4.** 11. Kt×Q B×Kt 12. P×B Kt-QB3 13. P×P Kt×P 14. B-Kt3 Kt-Kt3 15. P×P R×P 16. R×R Kt×R 17. PKt3= **Var. 8.** 11. K-Ktsq P-Kt5 12. Kt-Ksq P-B5 13. P×P P×P 14. Q×P= Q×Q

EVANS GAMBIT. Var. 5. 11. Q×B KKtK2 12. Kt-Kt5 0-0 13. B-Q3 Q-R4 14. B×Pch K-Rsq 15. P-B4 P-Q3 16. B-K4 B-B4 17. B-B3 B-Kt5 18. Q-Q3 kt-kt3 19. P-K6* **Var. 6.** 11. Q×B P-B3 12. B-B4 P-Q3* **Var. 7.** 11. B-R3 R-QKtsq 12. Kt-Q5 P-Kt4 13. Kt×Kt P×B 14. Kt×Q P×Q 15. Kt×R* (or) 11. B-R3 0-0! 12. Kt-Q5 Kt×Kt 13. B×R Kt-B5! 14. Kt-R4 (or) 11. B-R3 0-0 12. QR-Qsq! P-QKt4 13. B-Q3 Q-R4! 14. Kt-K4* (or) 11. R-Qsq 0-0 12. B-K3 Q-K3 13. B×Pch*

APPENDIX.

EVANS' GAMBIT. **Var. 8.** 11. B×P (or) 11. Kt×P (or) 11. B-Q5 12 B-K4 **Var. 9.** 11. Kt-Kt5
R-Ktsq* P-QR3* Kt-K2 Q-K3* Kt×P
12. Q-R5 13. P-B4 14. P×Kt 15. Kt×P 16. K-Rsq 17. Kt×Pch** **Var. 11.** 11. P-Q5 12. Q-R4
P-KR3 B×R Q-K2 Q-B4ch Q×KB Kt-K2 B×P
13. Kt×B 14. Q-QB4 15. B-Q2 16. Q-Kt3 17. B×Kt **Var 12.** 11. Kt×B 12. Q-B3! 13. P×Pe.p.*
Kt×Kt Q-Kt×P P-QKt4 Q-R5! Q-QB5* Kt×Kt P-Q4
Var. 14. 11. B-B4 12. Q-R4ch 13. Q×Kt 14. Kt-Q5! 15. B-Kt3 16. Q-R4ch 17. Q-R3 18. KR-Ksq
Kt×B Q-Q2 Q-B2 P-Kt4 B-K3 B-Q2 R-Bsq P-Kt5
19. Kt×B 20. Kt-R4 21. P-K5 22. P×P 23. R×P* **Var. 15.** 11. B-Q3 12. Kt-B3 13. Kt-K2
Kt-Kt Kt-K2 QP×P P×P 0-0 Kt-Kt3 P-QB4
14. R-Bsq 15. K-Rsq 16. Kt-Ksq 17. B-Ktsq 18. B-Rsq 19. Q-Q3 20. Q-Kt3* (or) 15. Q-Q2
P-B3 Kt-K4 B-Q2 Kkt-B5 B-B2 Kt-K4 R-Ktsq
16. K-Rsq 17. Kt-Ksq 18. P-B4 19. B-Ktsq 20. B-Q4 21. Q-Qsq (or) 14. Q-Q2 15. B-B3
B-B2 P-Kt4 P-B5 P-Kt5 P-B6 Kt-B5* P-B3 B-B2
16. Kt-Kt3 17. Kt-B5 18. Kt×QP **Var. 16.** 11. P×B 12. B×Ktch 13. P-R5 14. Kt-B3
P-QR3 P-Kt4 P-Kt5* P-QR3 P×B B-R2 Kt-K2
15. Kt-K2= **Var. 17.** 11. B-KKt5 12. P×P 13. P-Q6 14. Q-K2ch* **Var. 19.** 11. Q-Kt3 12. B×Pch
0-0 P-KB3 Kt×P Kt×B Kt-R4 K-Bsq
13. Q-B2 14. P-K5 15. P-Q5 16. P-K5ch 17. P×Bch 18. R-Ksqch 19. Kt-KR4 20. Q-Kt6ch
K×B P-KR3 Kt-KB3 B×P K×P K-B2 Q-Q2 K-Bsq
21. Kt-B5 (or) 14. P-K5 15. R-Ksq 16. B-Kt5 17. P-K6 18. Q×Q 19. P×B 20. QR-Qsq 21. R-K6
Q-B2* K-Bsq Kt-QB3 Q-Ksq Q-Kt3 P×Q Kt-B3 Kt×P K-B2
22. P-Q5 23. R-K7ch 24. Kt-K4*
QKt-K4 K-Ktsq

APPENDIX.

EVANS—*Continued.* **Var. 20.** 11. P–KB4 / Kt–B3 12. B–R3 / B–K3 13. Kt–Q2* **Var. 21.** 11. P–K5 / B–B4ch 12. K–Rsq / P–Q4 13. P×Kt / P×B 14. R–Ksqch / B–K3 15. P×P / R–KKtsq 16. Q–R5* **JEROME GAMBIT. Var. 1.** 11. P–Q3 / K–B3 12. Kt–B3 / P–Q3 13. P–KR3 / Q–R4 14. Q–Kt3 / B–K3 15. Kt–K2 / Kt–Kt5! 16. R–Bsq / B–B7ch 17. R×B / Kt×R 18. Q×Kt / QR–KBsq* **Var. 3.** 11. Kt–K2 / B–Kt3 12. K–Rsq / Kt–Kt5 13. P–Q4 / Kt×RP 14. K×Kt / Q–R5ch 15. K–Ktsq / Q×KP 16. P–Q3 / Q–Kt5 17. B–K3 / P–Q4 18. P–B3 / Q–K3 19. B–B2 / P–B3* **Var. 4.** 11. P–QB3 / Q–K4 12. P–KB4* **CENTRE GAMBIT. Var. 3.** 11. Q–Kt3 / Q–B3 12. Kt–KB3 / Kt–QB3 13. B–Kt2 / Q–B2 14. Q×Q / K×Q 15. Kt–Kt5ch* **Var. 4.** 11. Q–B4ch / K–Rsq 12. P–KR4 / B×Kt 13. Q×B / KKt–K2 14. B–B4 / P–QR3 15. Kt–R3 / Q–Ksq 16. B–Kt3 / Kt–KKtsq 17. P–Kt4 / P×P 18. Kt–Kt5 / Kt–R3 19. P–R5 / R–B4 20. KR–Ksq* **Var. 6.** 11. Kt–B4 / Q–Kt3 12. P–B5 / Q×Q 13. P×Q / P–B3 14. P–QR3= / 0-0-0 **DANISH GAMBIT. Var. 2.** 11. Kt–QB3 / B×Kt 12. B×B / B–K3 13. R–Qsq / Q–K2 14. Kt–B3 / R–Qsq* **Var. 3.** 11. R–Ksqch / B×BP 12. Q–Q4 / R–Bsq 13. B–Q5* **CENTRE COUNTER GAMBIT. Var. 3.** 11. 0–0 / Kt–B3 12. B–KB4 / 0–0 13. B×BP* / Kt–Q5 **HAMPE-ALLGAIER-THOROLD GAMBIT. Var. 8.** 11. Kt×P / K–Kt2 12. B×P* **Var. 10.** 11. P–R5ch / K–R2 12. B–K3 / KKt–K2 13. 0–0 / R–Bsq 14. Q–Q2* (or) 11. B–K3 / K–R2 12. 0–0 / Q×P 13. Q–Q3 / Kt–K2 14. P–K5disch / Kt–Kt3 15. Kt–Q5 / P–Kt6 16. R–B7* (or) 11. P–K5 / P×P 12. P–R5ch / K–B3! 13. B×Pch* (or) 11. P–K5 / B–B4 12. P–R5ch / K–R2 13. B–K6 / KKt–K2 14. B×Bch / Kt×B 15. Q×P* (or) 11. P–K5 / KKt–K2 12. P–R5ch / K–R2 13. P–K6!*

APPENDIX.

STEINITZ GAMBIT. Var. 1. 11. K–Q3 B–B4ch 12. K–B3 Kt–K5ch 13. K–Kt3 Q–B3 14. Q–Ksq KR–Ksq 15. B–Q3 B×P 16. KKt×B Kt–B4ch 17. K–B4 R×Q 18. R×R Kt×B 19. P×Kt (or) P–QR3* **Var. 2.** 11. P–B3 KR–Ksqch 12. K–Q3 Q–R4 13. Q–R4 Q–B4ch 14. K–Q2 Kt–K5ch* **Var. 3.** 12. Q×P Q×Q 13. B×Q Kt×P d.c. 14. B–K5 Kt×Kt* **Var. 3.** 11. B–Q3 P–QB3 12. R–Ksqch K–Q2 13. P×P Kt×P 14. B–B5ch K–B2 15. B×Pch B–Q3 16. B×Bch= K×B **Var. 4.** 11. Q–B3 P×Ktch 12. K×Q Q×Pch 13. B–K3 Q–B3 14. Q–K2 Kt–K2* **Var. 5.** 11. Kt–B3 Q–R6ch 12. K–Ktsq P×Pch 13. Kt×P Q–B4 14. B–Kt2 Kt–B3 15. Kt–Kt5* **Var. 6.** 11. P×P Q×QP 12. R–R4 Q–B3 13. Kt–K4 Q–Kt3 14. B–Q3 B–KB4 15. Kt–KB3=

FYFE GAMBIT. Var. 2. 11. Kt×QKt B×Kt 12. P–B3 B–B7ch 13. K–K2 Kt×Kt! 14. B×Q Kt×Pch 15. K×B Kt×Qch 16. R×Kt K×B*

QUEEN'S GAMBIT. Var. 1. 11. Kt–Ksq P–B3 12. P–KKt4 QKt–Q4 13. Q–B3 B–K3 14. QR–Qsq Kt–R2 15. B–Q3 R–Bsq 16. Kt–K2 B–Ktsq 17. Kt–Kt3= Q–B2 **Var. 2.** 11. Q–B2= B–KR4! **Var. 3.** 11. 0–0 KKt–Q4 12. Q–K2 P–KB4 13. Kt–K5* B–K3 **Var. 4.** 11. 0–0 P–QR3 12. B–KKt5 R–QBsq 13. QR–Ksq* P–R3

QUEEN'S GAMBIT DECLINED. Var. 2. 11. P–B5 Q–Q2 12. B–K2= 0–0 **Var. 3.** 11. P×P P×P 12. Q–R4 Kt–Kt3 13. Q–B2 P–KR3 14. B–R4 P–B5*

BLACKMAR'S GAMBITS. No. 1. Var. 1. 11. Q–K2 P–QR3 12. Kt×B RP×Kt 13. Kt–Kt5* **Var. 2.** 11. Q–Kt3* **Var. 3.** 11. QKt–K4 Q–K2 12. Q–R5 B–Q2 13. Kt–R7 KR–Qsq 14. QKt–B6ch*

BLACKMAR'S GAMBITS. No. 2. Var. 1. 11. B×R K×B 12. B×Kt B×B 13. Q–R5ch K–Bsq 14. Q–R8ch* **Var. 2.** 11. 0–0 B–K3 12. P–Q5 B–Ktsq 13. B–Kt5ch Kt×B 14. Q×Ktch K–Q2 15. Kt×Bch K–Bsq 16. Q–Kt4ch* K–Ktsq

FROM'S GAMBIT. Var. 1. 11. P–B3 Kt–K2 12. B–B2 QKt–Q4 13. P–QR3 Q–K2 14. P–B4 Kt–Kt3 15. P–Kt3 B–Q2 16. QKt–Q2 0–0–0 17. Kt–K4 Kt×B* **Var. 2.** 11. P–Q4 B–K2 12. P–KR3* Kt–B3

APPENDIX.

ROSENTRETER'S GAMBIT. Var. 1. 11. QKt–B3 / P–Q3 12. 0–0–0! / P×Kt 13. P×P / KKt–Q2 14. B–B4 / Q–Kt7 15. B×Pch / K–Qsq 16. P–K6 / B–Q3

17. P–K5* / B–K2 **Var. 2.** 11. Q×Pch / K–Qsq 12. B–Kt5 / P–B3 13. Q–Kt7 / K–B2 14. Q×R / Q×QP 15. Q×Kt / Q–Kt8ch 16. B–Bsq / B×B* (or) 10. B–K2 / Q–Q5

11. B–QB4 / Q–K8ch 12. K–K2 / Q–Kt7ch 13. K–Q3 / B–Kt2 14. Kt×BP / Q–Kt3ch 15. Q×Q / P×Q 16. Kt×R / B×Kt 17. B×Kt / P–Q3 18. B–KB4= / B–B4ch

Var. 3. 11. Q×Ktch / Kt–K2 12. Q×R / Q×RP 13. B–K3 / Q–Kt3ch 14. K–Q2 / Q–Kt2 15. Q×Q / B×Q 16. Kt–Kt5 / K–Qsq 17. B–QB4 / P–KB3 18. K–Q3= / P–Q3 (or)

10. Kt–Q5 / B–K2 11. Q–B4 / P–Q3 12. KKt×BP / Kt–B3 13. Kt×R / Kt×Kt 14. Q–B7ch* / K–Qsq **Var. 4.** 11. Q–B4 / Kt×Kt 12. Q×Kt / P–Q3 13. Q×R / Q×KPch

14. B–K3 / Q×Kt 15. Q×Ktch / B–Bsq 16. 0–0–0 / B–K3 17. B–Kt2* **Var. 5.** 11. B–Kt5 / B–Q2 12. B×Kt / B×B 13. Kt–B3 / 0–0–0 14. P–Q5 / B–Q2

15. Kt×P / R–Ksq 16. Kt–B2 / B–QB4 17. K–K2=

QUAADE'S GAMBIT. Var. 1. 11. Q–Kt7 / Q×RP 12. Kt–B7ch / K–Ksq 13. Kt×Bch / Q×Kt 14. Q×R= / Q–Kt6ch **Var. 2.** 11. B×B / K×B

12. KKt×KP / P×P 13. R×P / P–KB4 14. Kt–B2 / B–Q3*

THE LAWS OF CHESS.

THE following is the code of Rules which has been in force during many years past, together with the new clauses adopted at the London International Tournament, 1883, and since observed at all English tournaments and in important matches. A time limit is now universally enforced in tournaments, and is recognised as indispensable in matches. Twenty moves an hour are usual in public competitions, and a time limit is customary between match players.

1. The chess-board must be so placed that each player has a white corner square nearest his right hand. If the board have been improperly placed, it must be adjusted, provided *four* moves on each side have not been played, but not otherwise.

2. If a piece or pawn be misplaced at the beginning of the game, either player may insist upon the mistake being rectified, if he discover it before playing his fourth move, but not afterwards.

3. Should a player, at the commencement of the game, omit to place all his men on the board, he may correct the omission before playing his fourth move, but not afterwards.

4. If a player, undertaking to give the odds of a Piece or Pawn, neglect to remove it from the board, his adversary, after *four* moves have been played on each side, has the choice of proceeding with or recommencing the game.

5. When no odds are given, the players must take the first move of each game alternately, drawing lots to determine who shall begin the first game.

6. The player who concedes the odds has the right of moving first in each game, unless otherwise agreed. Whenever a Pawn is given, it is understood to be always the King's Bishop's Pawn.

7. A Piece or Pawn touched by the player whose move it is must be played, unless at the moment of touching it the player say "*J'adoube*" (I adjust), or words to that effect; but, if a Piece or Pawn be displaced or overturned by accident, it is to be restored to its place as a matter of right.

8. While a player holds the Piece or Pawn he has touched, he may play it to any other than the square he took it from, but, having quitted it, he cannot recall the move.

9. Should a player touch or take one of his adversary's Pieces or Pawns, without saying "*J'adoube,*" or words to that effect, his adversary may compel him to take it; but, if it cannot be legally taken, he may oblige him to move the King. Should his King, however, be so posted that he cannot be legally moved, no penalty can be inflicted.

10. Should a player move one of his adversary's men, his antagonist has the option of compelling him, 1st, to replace the Piece or Pawn, and move his King; 2nd, to take the Piece or Pawn so moved; 3rd, to let the Piece or Pawn remain on the square to which it has been played, as if the move were correct.

11. If a player take one of his adversary's men with one of his own that cannot take it without making a false move, his antagonist has the option of compelling him to take it with a Piece or Pawn that can legally take it, or to move his own Piece or Pawn which he touched.

12. Should a player take one of his own men with another, his adversary has the option of obliging him to move either.

13. If a player make a false move, *i.e.*, play a Piece or Pawn to any square to which it cannot legally be moved, his adversary has the choice of three penalties, viz.,—1st, of compelling him to let the Piece or Pawn remain on the square to which he played it; 2nd, to move it correctly to another square; 3rd, to replace the Piece or Pawn and move his King.

14. Should a player move out of his turn, his adversary may choose whether both moves shall remain, or the second be retracted.

15. When a Pawn is first moved in a game, it may be played one or two squares; but in the latter case the opponent has the privilege of taking it *en passant* with any Pawn which could have taken it had it been played one square only. A Pawn cannot be taken *en passant* by a Piece.

16. A player cannot castle in the following cases,—1st, if his King or Rook have been moved; 2nd, if the King be in check; 3rd, if there be any Piece between the King and Rook; 4th, if the King pass over any square attacked by one of the adversary's Pieces or Pawns. Should a player castle in any of the above cases, his adversary has the choice of three penalties, viz., 1st, of insisting that the move remain; 2nd, of compelling him to move the King; 3rd, of compelling him to move the Rook.

17. If a player touch a Piece or Pawn that cannot be moved without leaving the King in check, he must replace the Piece or Pawn and move his King; but if the King cannot be moved, no penalty can be inflicted.

18. If a player attack the adverse King without saying "Check," his adversary is not obliged to attend to it; but if the former, in playing his next move, were to say, "Check," each player must retract his last move, and he that is under check must obviate it.

19. If the King has been in check for several moves, and it cannot be ascertained how it occurred, the player whose King is in check must retract his last move and free his King from the check; but if the moves made subsequent to the check be known, they must be retracted.

20. Should a player say "Check" without giving it, and his adversary, in consequence, move his King, or touch a Piece or Pawn to interpose, he may retract such move, provided his adversary has not completed his last move.

21. Every Pawn which has reached the eighth or last square of the chess-board, must be immediately exchanged for a Queen or any other Piece the player may think fit, even though all the pieces remain on the board. [It has been claimed of late years that, if the player so elects, the Pawn advanced to the eighth square *may remain a Pawn*, and its action consequently be annulled. In all other cases, the Piece selected to replace the Pawn acts immediately, giving check, etc.]

22. If a player remain at the end of the game with a Rook and Bishop against a Rook with both Bishops only; with Knight and Bishop only, etc., he must checkmate his adversary in fifty moves on each side at most, or the game will be considered as drawn; the fifty moves commence from the time the adversary gives notice that he will count them. This law holds good for all other checkmates of pieces only, such as Queen, or Rook only, Queen against a Rook, etc.*

23. If a player agree to checkmate with a particular Piece or Pawn, or on a particular square, or engage to force his adversary to stalemate or checkmate him, he is not restricted to any number of moves.

24. A stalemate is a drawn game.

---

* To prevent the continuance of any game under palpably drawn conditions, it was ruled at the London International Tournament of 1883 that a player may at any time call upon his adversary to mate him within fifty moves (move and reply being counted as one). If, by the expiration of such fifty moves, no Piece or Pawn has been captured, nor Pawn moved, nor mate given, a draw can then be claimed.

25. If a player make a false move, castle improperly, etc., the adversary must take notice of such irregularity before he touches a Piece or Pawn, or he will not be allowed to inflict any penalty.

26. If the same move, or series of moves, be made three times in succession by a player at any period of the game, the adversary is entitled to claim that the game shall be drawn.

27. Should any question arise, respecting which there is no law, or in case of dispute respecting any law, the players must refer the point to the most skilful disinterested bystanders, and their decision must be considered as conclusive.

WYMAN AND SONS, PRINTERS,
GREAT QUEEN STREET, LINCOLN'S-INN FIELDS,
LONDON, W.C.